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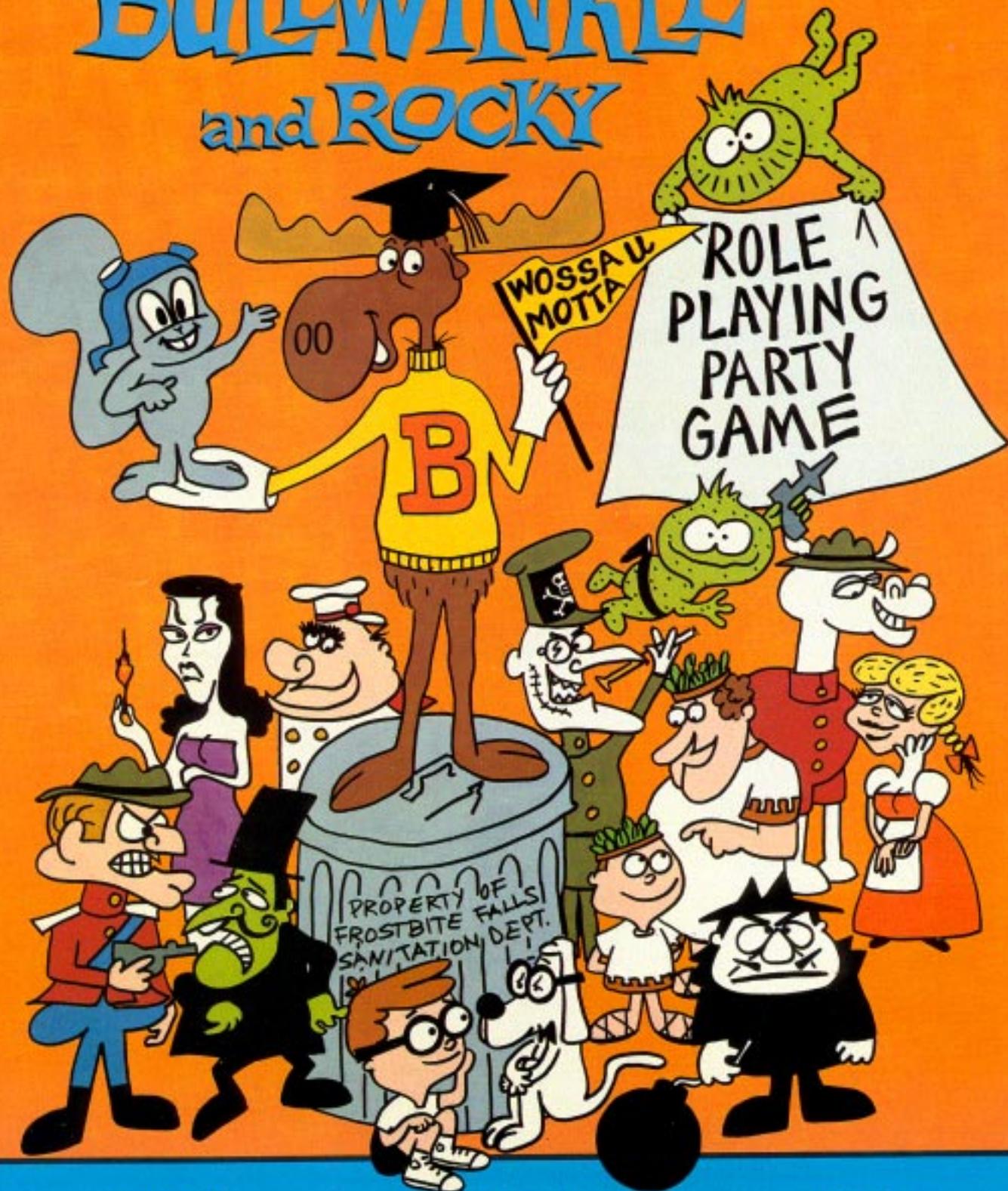
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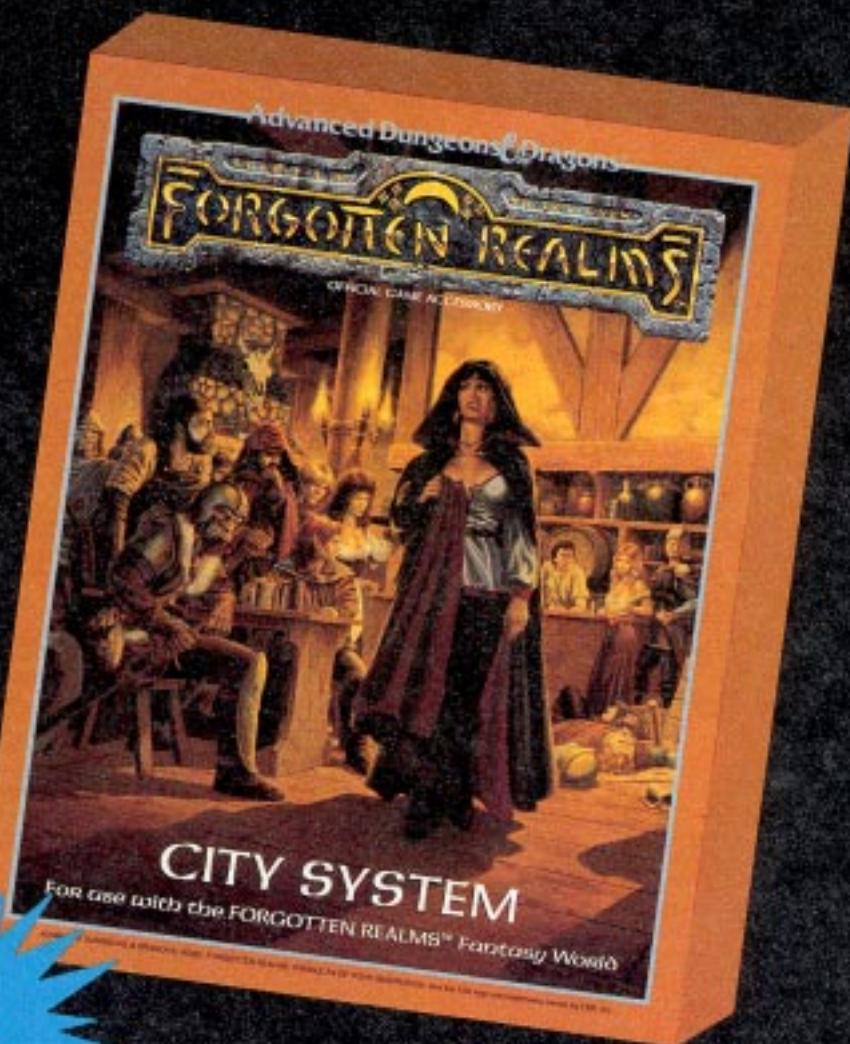
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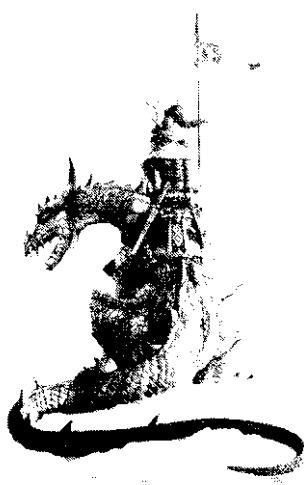
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COVER

Alone on the frontier of civilization, a ranger pauses in his search for threats to the people he guards. "They probably don't even know he exists," says artist Keith Parkinson of his cover painting, "North Watch." The ranger is well outfitted with arctic survival gear; his riding dragon, however, seems to be at home in the chill.

LETTERS

What did you think of this issue? Do you have a question about an article or have an idea for a new feature you'd like to see? In the United States and Canada, write to: Letters, DRAGON® Magazine, P.O. Box 110, Lake Geneva WI 53147, U.S.A. In Europe, write to: Letters, DRAGON Magazine, TSR UK Limited, The Mill, Rathmore Road, Cambridge CB1 4AD, United Kingdom.

Odds & ends

The following letters were actually received by the editors of DRAGON Magazine and, except for minor editing, appear as they were written.

Dear Dragon:

Recently my AD&D® game character, Waldorf, a 358th-level magic-user, created the nuclear bomb. Due to this action, all of Greyhawk has been utterly obliterated, except for a 3 x 4 mile island with a castle called Castle Waldorf.

All creatures from the *Monster Manuals* were destroyed due to large amounts of nuclear fallout. All the deities work in a salt mine under Waldorf's castle. I would greatly appreciate it if everyone would mail their character sheets to me so that I may tally up Waldorf's experience. All of the game manuals and modules are now totally false and untrue. Any profit made from TSR's merchandise from this day onward should be mailed to Waldorf's castle (in gold pieces, of course).

Of course. However, you forgot to enclose a self-addressed stamped envelope. We regret that Waldorf must lose the experience points and gold for his victory.

Dear Dragon:

My friends and I have been playing the AD&D game for over six years now. Our major characters have levels in the millions, maximum scores for almost every ability, and can obliterate five planes of the Abyss in a round. We have moved on to other games and have developed other major characters in those games. We have created creatures that are barely a challenge for our characters. After a while, role-playing got boring. I haven't played for about two months. I would like to know how I can have fun with these high-level characters.

Perhaps you should meet Waldorf.

Dear Dragon:

Who is responsible for Sturm's death? Will Sturm be resurrected?

Some blame Margaret Weis and Tracy Hickman, but if you read Dragons of Winter Night, you'll see that Kitara was responsible. No.

Dear Dragon:

I would like for you to know that I agree that the second edition of the AD&D game is a wonderful idea. It's going to repair mistakes such as a sling stone cutting off a person's head, which happened to me once.

How perfectly dreadful.

Dear Dragon:

I would like to know what would be the characteristics of the offspring of a unicorn and a horse that was then bred back with a unicorn.

The characteristics of the offspring of a unicorn and a horse would not change, no matter what it was bred with.

Dear Dragon:

Stop making your game. I killed all the monsters.

All but Waldorf.

Dear Dragon:

Could you send me all the information you have?

All of it?

Dear Dragon:

I have found Isildur's ring (photo enclosed).

We have examined your photo, and we regret to report that the ring therein is a part of the young woman's bathing suit, holding together the suit's top and bottom halves. It is not Isildur's ring.

Your most revered Mr. Moore:

I've loved all your movies, especially your portrayal of Ian Fleming's British secret agent, James Bond, 007. Personally, I think you're much better than this new guy, Timothy Dalton.

Thank you very much.

Dear Dragon:

I got one of your DRAGON Magazines, and I found that the old issues were all sold out. All you have to do is photocopy all the pages, and you could send them to me. I would be so happy I might subscribe to DRAGON Magazine and send more nice letters.

But then again, you might not.

Roadblocks

I once had a college course that was unremarkable except for the presence of one student, who was unremarkable except that she could not leave her wheelchair. The class was on the second floor of a building with no ramps or elevators. Several of the stronger students would wait for her at the bottom of the narrow staircase to carry her and her wheelchair to class — but as time went on, the volunteers thinned out. The girl dropped the course, unable to attend.

I thought of that lost student when I was reading another gaming magazine and noticed a letter from a learning-disabled gamer who was appalled at the lack of attention paid to the issue of handicapped gamers. She praised the MARVEL SUPER HEROES® game for including details on handicapped characters, of which there are many in the Marvel Universe. She also noted that the character-creation system in FGU's VILLAINS & VIGILANTES™ game was easy to use for players with math-related learning disabilities (your character is based on your ratings of your own real-life abilities; thus, you play a superpowered hero who is essentially yourself).

Anyone who has spent time at a few gaming conventions is aware that there are lots of gamers with physical handicaps. Some are easily corrected (myopia comes to mind, since I have that), but some are not. For example, Judith Sampson ("Adventuring with Shaky Hands," from DRAGON® issue #53) described the ways she managed to cope with cerebral palsy in order to join a local role-playing group.

During the years I've been involved in gaming, I recall a number of people who had marked handicaps or disabilities, though such rarely interfered in their enjoyment of role-playing games. One gamer had an artificial eye; another had survived leukemia; a third was epileptic (and had a seizure during one of our games). I've gamed with people with other disabilities, but such disabilities were never considered to be relevant to gaming skill. Gamers as a whole tend to be accepting and helpful people.

What can be done to overcome handicaps and improve your enjoyment of gaming? We'd like to hear from those with experience and ideas on this topic. Send your com-

(continued on page 97)

FORUM

The "Forum" welcomes your comments and opinions on role-playing games. In the United States and Canada, write to: Forum, DRAGON® Magazine, P.O. Box 110, Lake Geneva WI 53147, U.S.A. In Europe, write to: Forum, DRAGON Magazine, TSR UK Limited, The Mill, Rathmore Road, Cambridge CB1 4AD, United Kingdom. We ask that material submitted to "Forum" be either neatly written by hand or typed with a fresh ribbon and clean keys so we can read and understand your comments.

Would any gamers agree that ever since the publication of the WATCHMENT™ series [by DC Comics, Inc.], campaigns and gaming generally have become "Watchmanized"? In other words, *real* role-playing interaction and character psyche development are seen as more important and, vitally, more "fun" than bickering over who gets to trash the most kobolds? I for one am not sorry to retire Otto von Hackenslash, the archetypal no-personality fighter whose only concern was to use his +3/+7 strength bonuses on the next hapless goblin, and wheel out a character who will be more subtle, more willing to interplay, and more *real*.

M. A. Cottle
The Butts, Coventry, U.K.

How does it feel to get killed? The DUNGEONS & DRAGONS® game family has evolved from rigorous military simulations into something far more personal. The earliest D&D® game characters died at zero hit points. The DMG introduced the -10 hp suggestion and the idea that a DM could merely disable a well-played PC who "died" of unlucky dice rolls. But it insisted that there always be some chance of a PC really dying to maintain the thrill. The author also

warned that players did mourn beloved PCs.

In later issues of DRAGON® Magazine, we find exhortations not to take beloved characters into killer dungeons and a lament for a favorite winged PC who was killed by a "sadistic" DM. We read about bad campaigns in which new low-level PCs were forced to serve as cannon fodder. But a trend away from lethality was already clear.

An excellent first-person account in *Psychology Today* ("Confessions of a Dungeon Master," November 1980, pages 84-94) told how clerics would rush to heal a legally dead comrade ("It's against the rules, but . . ."). In the A-series tournament modules, dead characters were automatically raised for the next adventure. The DRAGONLANCE® saga modules called for all PC deaths to be "obscure," to ensure their return in time for the next module. Computer FRPG spinoffs ensured character survival, either by guaranteed resurrection or by backup scams. Assassins, who inflict instant death, will soon be extinct, while critical hits that kill PCs have never been popular.

Today, game reviewers rate new games for character lethality. The survey of readers for the second-edition AD&D® game asked DMs whether they agreed that a player should be allowed to continue a PC as long as desired. The final fate of D&D game characters isn't clear, but deceased AD&D game characters go to their alignment planes, which are magnificently described in the new *Manual of the Planes*. In ALS's fundamentalist DRAGONRAID™ FRP game, dead PCs enter Heaven after seeing Hell, which is full of everybody whose theology wasn't straight.

My own experience playing and DMing testifies to players' fears of having their characters killed, especially when one is bringing a character into a new campaign (when one is unfamiliar with the DM's idiosyncrasies). I've seen a PC try

to bring his entire "Roman legion" into an unfamiliar DM's dungeon to keep his PC from getting killed, while players from other campaigns want to bring Monty Haul items along — not to dominate the game, but just to be safer in a world that is still a big unknown. I've been guilty of equally juvenile behavior as a player. When I started DMing, my own players rebelled when character deaths started occurring with some frequency.

Now I think I'm wiser. People become deeply attached to their characters and sometimes to special magical items. There are ways to maintain a sense of danger and excitement without the constant terror of being lost forever. My players know that clerical *resurrection* is generally available, provided that their fellow adventurers want the character raised in the first place. (They've been a grand group of people, too, and I've never had someone who was so much a problem that the party decided to abandon a dead body.) I've had only one character (an NPC) fail the resurrection-survival roll, and *reincarnation* (starting him again at 1st level) began another fine life for him. The only limit I'd ever use is a number of "lives" equal to the original constitution, and final death at the time rolled for the original character's longevity. Both are a long way off for everybody. (Senior characters do usually retire, a subject which many "Forum" writers have dealt with.)

What happens to the sense of risk in a low-lethality campaign? For one thing, unconscious characters cannot take part in the game. Even Steve Jackson Games' TOON® game characters try to avoid "falling down," because this prevents the player from saying anything for three minutes of real time. The atmosphere of my campaign world is generally comic, and the fear of embarrassment is real. I learned about this in a friend's campaign when my overzealous cleric PC was stupid enough to attack a carrion crawler single-handedly. While paralyzed, he was put on exhibit as a bad example and was the butt of jokes for months. This is now typical behavior. Recently, when an inexperienced player's 3rd-level hobbit thief heroically attacked a troll without help, the still-living character was recovered from the troll's stomach several turns later. Everyone understood, and everyone laughed. Isn't this better than having such a character permanently digested?

"Forum" readers will have many different

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philosophies, and even I would have discarded that hobbit's character sheet had he really known what he was doing. My suggestions would ruin genuinely rigorous campaigns, but as a real-life doctor, I've seen enough death and sadness. I'll do what I can to keep them off my gaming table.

Ed Friedlander, MD
Johnson City TN

I am writing in opposition to all of these new nonweapon proficiency rules. They are boring, damaging to campaign balance, and simply don't belong in AD&D games. They are boring in that they slow down play and give players a whole new set of statistics to worry about. They damage balance in cases such as when a fair-size party covers almost all of the best proficiencies; situations that normally require thought and problem solving are easily taken care of. For example, in the AD&D module WG4 *The Forgotten Temple of Tharizdun*, there is a scene in which the PCs are forced to either have a desperate battle in the dark or hold off a demon until they can find the secret of lighting the area. Thanks to proficiencies, the local barbarian could blind-fight the thing to death, and the party could figure out the lighting at its leisure. If you want proficiencies, there are plenty of games out there loaded with proficiencies; play them. The AD&D game is one of DM's judgment and improvising. If one of my players had a background of sailing, I would assign him a chance of doing so on a case-by-case basis.

Bahman Rabii
Bryn Mawr PA

I am penning this in order to have my say before the AD&D game institution is overrun by a hoard of romantics who indulge in heavy storytelling and excessive role-playing, and who often have an acting habit to support. I have been playing AD&D games now for seven years, being a DM for six. The DRAGONLANCE saga, which asked that players forget about contributing anything even vaguely intelligent in favor of purple prose, was a farcical indulgence. As the story line takes charge of TSR adventures, so interaction within such becomes role-playing gluttony. In an issue of DRAGON Magazine many moons ago [#102], Gary Gygax warned that the radical role-playing revolutionary reaction to previously dominant monster-bashing needed curbing before AD&D game players were forced to subscribe to the actors' union. Please note Mr. Gygax's warning, although it may be too late. I suggest that any future modules published for AD&D games have the plot introductions on the back covers replaced by some indication of the modules' suitability for adventurers, role-players, and problem-solvers, the three being the player types outlined in the DSG, page 99.

Peter Kirkup
Cook, A.C.T., Australia

The letter by Gregory D. Scott (issue #134) was absolutely correct in pointing out the problem of the fighter class. The other warrior classes are so much more interesting that the plain old fighter isn't much fun. There are several small problems with all the fighter classes, all of which could be easily corrected. Taking them one at a time:

Fighter: All the warrior classes have some unique skills; the fighter should have one also. The best choice is weapon specialization. This skill and others like it should be removed from the other classes. If only fighters can specialize, this provides incentive to play the class.

Ranger: Remove weapon specialization from the class, for the reasons noted above. Rangers have enough skills already.

Cavalier: Remove the weapon of choice and lance-damage rules. These are very similar to the weapon specialization rules and should be deleted for the reasons noted above. I would also recommend removing or toning down the cavalier's resistance to mind attacks, but keep the immunity to fear. The cavalier should be officially made into a fighter subclass instead of a class of its own.

Paladin: I can't see why the paladin's powers were combined with the cavalier. After running one for six levels, I found that the new paladin is an overly powerful class, immune to half of everything thrown at it and continually improving four of its ability scores. Why not keep the paladin as originally designed in the *Player's Handbook*? This class was already interesting and fairly powerful.

Barbarian: This class needs a lot of trimming. I'd say remove the ability to detect magic and illusions, ability to hit monsters immune to normal weapons, and saving-throw bonuses. All of these powers are too strong and unnecessary. The surprise rules need to be adjusted; as it stands now, it is easier to surprise a wild panther (1 in 6) than a barbarian (1 in 10).

The fighter class is the most basic and simple of the AD&D game characters. This leads to problems in making the class interesting, but it wouldn't take much. A few small corrections to all of the warrior classes can provide incentive to play them all and keep each class unique.

David Howery
Dillon MT

Issue #134 presented some very educational reading. I particularly enjoyed the letter to "Forum" by Tim Lieberg and applaud his attempt to improve on a situation that so many other people have failed to do effectively. I have done many of the same things that Tim suggests to realign the powers of 1st-level magic-users. I do not fully agree with him on his views on cantrips; however, I am not using the cantrip system as it was presented and am not prepared to actively disagree with him.

I believe that too many AD&D game players these days put too much emphasis on combat, and thus they think of 1st-level magic-users only as "one-shot" *sleep* spells. Even though Tim's letter centered entirely on the magic-user, much could be learned about the other classes by applying his theories to them. I have noticed a general tendency of late to add power to the low-level characters of all classes. Specific examples of power boosting can be seen in weapon specialization, new character rolling methods, new statistic minimums for 1st-level characters, and the addition of cantrips (to name a few). This tendency, I believe, stems from the fact that most players and DMs believe that the game is centered on combat. I am not arguing with the fact that the game presents itself as a combat-heavy system. I am merely pointing out that there are more things that low-level PCs can do besides fight everything they see. Players become bored with noncombat activity and put pressure on the DM to "liven things up a bit." This leads to other problems. Too many times I've played in games in which every encounter forces the party to stop and rest or heal up. This usually causes the DM to allow much more healing or even boost the effects of the standard potions or spells. Fighters and clerics start to look like Sherman tanks, bristling with magic weaponry, armor, and healing spells. Magic-users resemble artillery

units, each boasting several wands, rings, cloaks, etc.

My point is that combat should be de-emphasized right from the beginning. Characters should have more to strive for than power and wealth. Use of noncombative skills should be rewarded by experience points, and some form of praise should be given — whether it be verbal or "lucky breaks" — to those who skillfully role-play their characters. If this is done, then ultimately the players might be more willing to accept those things that add depth, not power, to their characters. "The Mystic College" (issue #123) presented a perfect example of such. I know of very few campaigns in which running a magic-users' college would go over well with the players of wizards. "Why would I want to waste my money on *that!*" is the response that usually comes back. The idea that one should spend money in order to gain prestige or a good reputation is alien to most. Many DMs complain that their players become too powerful for the monsters or become too rich. True enough! Then the DMs go one step farther and blame the articles in DRAGON Magazine for the situation. I propose that DMs should look to their policies in bringing up the characters from low levels in order to find out where the fault lies!

R. J. Wenzel
Lancaster CA

How often has the following taken place? "You said the monster is sleeping? Yo, cleric! Cast your *silence 15' radius* spell on the [insert name of creature about to be attacked]. Then we'll surround it and attack on my hand signal. It will never know what hit it." As the cleric casts his spell, the other adventurers begin arguing over the division of treasure. What's a DM to do?

First, *silence* spells were meant to be defensive, not offensive. That is why they were given to clerics. They are used to prevent enemy spellcasters from doing just that — casting spells. *Silence* is also useful for sneaking away from or past things. This is why thieves have the ability to move silently.

Okay, so the party still wants to use *silence* to sneak up on something. *Silence* means just that — no noise at all. The sleeping creature will no longer hear the whistling of wind, the rustling of leaves, or the chirping of birds and crickets. Most intelligent creatures will wake up at the complete absence of noise. Imagine how distressing it would be for a sleeping dragon to no longer hear the tinkle of coins underneath it. The dragon would be awakened instantly and would probably be in a fighting mood to boot.

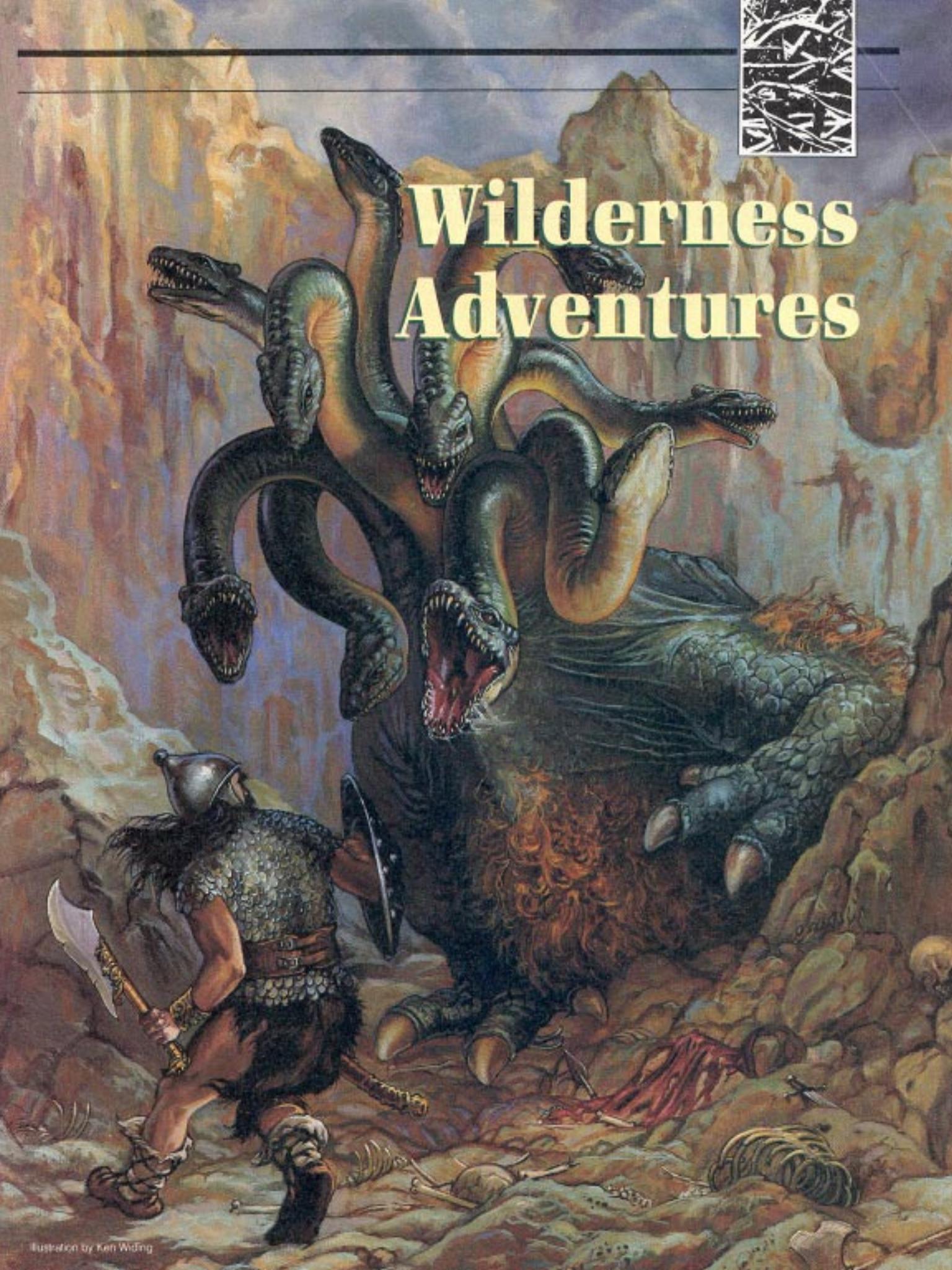
If your party still wants to use *silence* to sneak up on something and attack, here is one way to do it: Cast the *silence 15' radius* on something small, a stone for example. Have someone in the group carry the stone. The person carrying the stone should be chosen so that everyone is the group is within the 15' spell radius. The area of effect should not extend to the target creature's head, or it will wake up.

Remember, *silence 15' radius* is only a second-level spell. It was not meant to wreak havoc on all sleeping creatures.

Theodore Licktenstein
Jacksonville FL



Wilderness Adventures





by David Howery

What's For Lunch?

A detailed hunting system for the AD&D® game

The *Wilderness Survival Guide* contains fairly complete rules on weather, climate, and survival in the wilderness. While the hunting system works well in determining if the party finds game or not, the rules for killing game are oversimplified. DMs who want to skim over the wilderness trek will find the present rules work fine. However, some DMs prefer to make the PCs work harder for their meals and thus use the normal AD&D game combat rules.

This article presents a revised hunting system. The tables herein show exactly which animals are encountered, depending on the local terrain. Also, the hunting proficiency has been modified for these variant rules.

One important assumption made here is that the PCs have European or American tastes in food, and so prefer to eat only certain types of creatures, like cattle, deer, etc. PCs could, of course, eat all manner of things in a pinch, including insect larvae, lizards, locusts, and monkeys, but it is assumed they are looking for food the players themselves would consider.

Hunting procedure

If the PCs decide to spend time hunting, use Table 31 in the *WSG* (page 55) to determine whether or not they find game, using the modifiers given as applicable. If the dice roll indicates that game is found, use Tables 1a to 3c herein to determine which animals are found. Table 4 is used in Pleistocene (Stone Age or Ice Age) settings as an alternative to the encounter tables in the article "In the Age of Mammals," in this issue. The Pleistocene table herein is properly used only in arctic to temperate climates, since tropical settings differed little from those of modern times during that period.

In addition, the DM should also roll for a normal random encounter check (1-in-6 chance) for each group of hunters, since

the PCs are wandering around in the wilderness. If a random encounter is indicated, use the tables in the back of the *Monster Manual II* and roll 1d6 to see when the encounter occurs, using Table 5 herein.

Once the PCs finally find game, the DM must check for surprise. Wild animals have extremely keen senses, particularly those species that hunt, so it is very difficult for the average person to surprise them. Under normal circumstances, there is a 90% chance that the animal encountered will be aware of the hunters; this chance is adjusted as shown on Table 6. Roll for surprise for the PCs under the normal surprise rules. Once surprise is determined, Table 7 is used to determine how far away the animals are when seen.

As a final note, several animals listed in the tables herein have equivalents in the two *Monster Manuals*. They are listed in Table 8.

In all of the tables, the small-game listing includes such mammals as rabbits, hares, squirrels, and ground hogs. In tropical areas, this category also includes mouse deer and capybaras. All such creatures can be killed with one blow. They have an armor class of 7 if not moving and 5 if running. PCs with hunting proficiencies treat these armor classes as AC 8 and 6, respectively; this is due to the advantage that experience gives in hunting small animals. If surprised, these animals run panic-stricken until the hunters are out of sight. If not surprised, there is a 40% chance that they run only 11-20 yards, then stop and watch the hunters, allowing set shots.

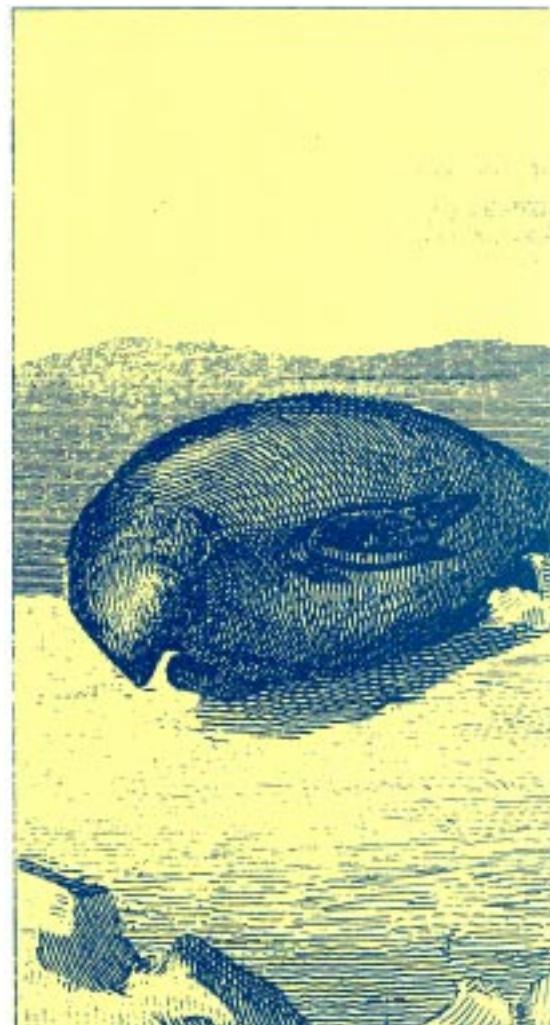
Game birds include small-size birds like ducks, geese, grouse, bustards, ptarmigans, pheasants, and partridges. These are AC 8 on the ground and AC 5 in the air. PCs with the hunting proficiency treat these birds as AC 9 and AC 6, respectively.

If surprised, the birds are seen on the ground. If not themselves surprised, the PCs have time for one shot before the birds take to the air. If not surprised, the birds suddenly burst into the air and streak away from the hunters. Once airborne, the birds move out of missile range in one round.

Other game animals are extremely wary. If not surprised, game animals keep at least 50 yards between themselves and the hunters. If the hunters move directly toward the animals or kill one of them, the animals run away from the hunters at full speed for 3-5 rounds.

Obviously, only a few weapons are useful for hunting game; bows are the best. Crossbows, slings, and atlatl-launched javelins are also useful. Hurled weapons (spears, daggers, etc.) either have ranges too short or do too little damage to be of much help. Swords and other hand-held weapons are useless when facing wary animals that won't let PCs get close.

Use the normal game combat rules to determine the characters' success in bringing down any of these creatures. Most animals move away from the hunters if attacked, unless otherwise noted.



Most creatures herein have the following common statistics:

% IN LAIR: *Nil* (free roaming)

TREASURE TYPE: *Nil*

SPECIAL ATTACKS: *Nil*

SPECIAL DEFENSES: *Nil*

MAGIC RESISTANCE: *Standard*

INTELLIGENCE: *Animal*

ALIGNMENT: *Neutral*

SIZE: *L*

PSIONIC ABILITY: *Nil*

LEVEL/XP VALUE: See the DMG, page 85.

Table 1a
Arctic and Subarctic Zone Encounters

1d100	Forest	Hills or mountains
01-05	Black bear (1-2) ¹²	Dall sheep (2-5)
06-10	Brown bear (1-2) ¹²	Dall sheep (2-5)
11-60	Game bird (1-6)	Small game (1-4)
61-70	Small game (1-4)	Game bird (1-6)
71-80	Musk-ox (2-8) ¹	Game bird (1-6)
81-90	Caribou (2-12)	Goat, mountain (1-6)
91-95	Hart (1-4)	Goat, mountain (1-6)
96-00	Moose (1-2) ¹	Bighorn sheep (2-5)

¹ If wounded, these animals are 80% likely to charge and attack a random hunter.

² In winter months, replace bears with small game.

ANTELOPE

These common herd animals range from tropical to temperate regions, inhabiting grasslands and the fringes of deserts. They include gazelles, gnu, pronghorn, eland, and sable antelope. A buck can make one antler or two hoof attacks; a doe makes only hoof attacks. An antler attack accounts for both antlers. Statistics for them are on page 10.

Table 1b
Arctic and Subarctic Zone Encounters

Dice	Plains	Seacoast
01-05	Musk-ox (3-30) ¹	Brown bear (1-2) ¹²
06-10	Musk-ox (3-30) ¹	Polar bear (1-2) ¹²
11-40	Small game (1-4)	Game bird (1-6)
41-60	Small game (1-4)	Small game (1-4)
61-70	Game bird (1-6)	Seal, small (4-16)
71-80	Game bird (1-6)	Seal, medium (3-12)
81-90	Caribou (4-40)	Seal, large (3-12)
91-95	Caribou (4-40)	Walrus (4-16) ¹
96-00	Caribou (4-40)	Roll on appropriate inland terrain list

¹ If wounded, these animals are 80% likely to charge and attack a random hunter.

² In winter months, replace bears with small game.



ANT ELOPE	SM A L L	M E D I U M	L A R G E
FREQUENCY:	Common	Common	Common
NO. APPEARING:	20-200	20-200	10-100
ARMOR CLASS:	6	7	7
MOVE:	24"	22"	20"
HIT DICE:	1 - 1	2	3
NO. OF ATTACKS:	2 hooves or 1 antler	2 hooves or 1 antler	2 hooves or 1 antler
DAMAGE/ATTACK:	1-2/1-2 or 1-6	1-3/1-3 or 2-8	1-4/1-4 or 2-12
SIZE:	M	L	L

Table 2a
Temperate Zone Encounters

Dice	Forest	Hills/mountains
01-05	Black bear (1-2) ²	Bighorn sheep (2-5)
06-09	Brown bear (1-2) ²	Bighorn sheep (2-5)
10-13	Bison (3-6) ¹	Ibex (2-5)
14-25	Boar (1-3) ¹	Wapiti (3-24)
26-30	Wild cattle (2-7) ¹	Goat, mountain (2-5)
31	Clubnek (1-4) ¹	Yak (5-8) ¹
32-50	Game bird (1-6)	Small game (1-4)
51-70	Small game (1-4)	Small game (1-4)
71-85	Hart (2-5)	Game bird (1-6)
86-95	Red deer (1-4)	Black bear (1-2) ²
96-00	Moose (1-3)	Hart (4-16)

¹ If wounded, these animals are 80% likely to charge and attack a random hunter.

² In winter months, replace bears with small game.

Table 2b
Temperate Zone Encounters

Dice	Desert	Plains
01-05	Hart (1-4)	Grizzly bear (1-2) ²
06-13	Peccary (1-8) ¹	Bison (5-50) ¹
14-25	Antelope, small (3-12)	Bison (5-50) ¹
26-30	Antelope, small (3-12)	Antelope, medium (2-20)
31	Small game (1-4)	Antelope, medium (2-20)
32-50	Small game (1-4)	Small game (1-4)
51-70	Game bird (1-6)	Game bird (1-6)
71-85	Camel (2-8)	Game bird (1-6)
86-95	Camel (2-8)	Antelope, small (3-30)
96-00	Desert bighorn (1-4)	Wild cattle (2-40) ¹

¹ If wounded, these animals are 80% likely to charge and attack a random hunter.

² In winter months, replace bears with small game.

BISON

FREQUENCY: Common

NO. APPEARING: 20-200

ARMOR CLASS: 7

MOVE: 18"

HIT DICE: 5

NO. OF ATTACKS: 2 horns, or 1 charge with trampling (two hooves)

DAMAGE/ATTACK: 2-5/2-5, or 3-18 and 1-6/1-6

These common bovines are found in temperate forests and plains. They can charge like a bull if they have 30' of running space. Only one horn may be used.

Table 2c
Temperate Zone Encounters

Dice	Swamp
01-05	Black bear (1-2) ²
06-09	Bunyip (1) ¹
10-13	Crayfish, giant (1-2) ¹
14-25	Crane, giant (1-2) ¹
26-30	Crane, giant (1-2) ¹
31	Boobrie (1-2) ¹
32-70	Game bird (1-6)
71-95	Small game (1-4)
96-00	Swan (2-5)

¹ If wounded, these animals are 80% likely to charge and attack a random hunter.

Table 3a
**Tropical/
Subtropical Zone Encounters**

Dice	Forest/Jungle
01-10	Black bear (1-2) ¹
11-20	Boar, warthog (2-5) ¹
21-30	Buffalo (2-8) ¹
31-66	Small game (1-4)
67-87	Game bird (1-6)
88-94	Antelope, small (2-8)
95-96	Okapi (1-4)
97-98	Rhinoceros, 8 HD (1-4) ¹
99-00	Rhinoceros, 9 HD (1-4) ¹

¹ If wounded, these animals are 80% likely to charge and attack a random hunter.

Table 3b
**Tropical/
Subtropical Zone Encounters**

Dice	Desert
01-10	Antelope, small (1-8)
11-20	Antelope, small (1-8)
21-25	Camel (2-8)
26-30	Camel (2-8)
31-40	Small game (1-4)
41-45	Small game (1-4)
46-66	Small game (1-4)
67-87	Game bird (1-6)
88-90	Game bird (1-6)
91-94	Antelope, medium (1-8)
95-96	Antelope, medium (1-8)
97-98	Flightless bird, ostrich (2-8)
99-00	Flightless bird, ostrich (2-8)

¹ If wounded, these animals are 80% likely to charge and attack a random hunter.

Seacoast
Seal, small (4-16)
Seal, medium (4-16)
Seal, medium (4-16)
Seal, medium (4-16)
Seal, large (3-12)
Crab, giant (1-3) ¹
Game bird (1-6)
Small game (1-4)
Roll on appropriate inland terrain list

In winter months, replace bears with small game.

Hills/mountains
Goat (2-8)
Goat (2-8)
Goat (2-8)
Small game (1-4)
Game bird (1-6)
Game bird (1-6)
Antelope, small (1-6)
Antelope, small (1-6)
Antelope, small (1-6)

Plains
Antelope, small (3-30)
Antelope, medium (4-40)
Antelope, large (2-40) ¹
Boar, warthog (2-5) ¹
Buffalo (4-16) ¹
Giraffe (3-12)
Game bird (1-6)
Small game (1-4)
Flightless bird, ostrich (2-8)
Flightless bird, emu (2-8)
Flightless bird, rhea (3-12)
Rhinoceros 8 HD (1-8) ¹
Rhinoceros: 9 HD (1-8) ¹

Table 3c
Tropical/Subtropical Zone Encounters

Dice	Swamp	Seacoast
01-10	Buffalo (2-5) ¹	Crab, giant (1-3) ¹
11-20	Buffalo (2-5) ¹	Crab, giant (1-3) ¹
21-25	Tapir (1-4)	Crab, giant (1-3) ¹
26-40	Tapir (1-4)	Small game (1-4)
41-45	Game bird (1-6)	Small game (1-4)
46-87	Game bird (1-6)	Game bird (1-6)
88-90	Small game (1-4)	Game bird (1-6)
91-94	Small game (1-4)	Seal, elephant (3-9) ¹
95-96	Crayfish, giant (1-3) ¹	Seal, elephant (3-9) ¹
97-98	Crayfish, giant (1-3) ¹	Turtle, giant sea (1-4)
99-00	Turtle, giant snapping (1) ¹	Roll on appropriate inland terrain list

¹ If wounded, these animals are 80% likely to charge and attack a random hunter.





Table 5
Timing of Wilderness Encounters
While Hunting

When wilderness encounter occurs	
1d6	
1-2	1d4 turns before the hunting encounter
3	Simultaneous with the hunting encounter
4-6	1d4 turns after the hunting encounter

against a single foe, though two foes may be attacked at once using both horns.

Note that these creatures are the same as the American bison and European wisent. The buffalo in the *Monster Manual* are the same sort of bovines as Asian water buffalo and Cape buffalo of Africa. Wild and domesticated oxen are treated as bulls in the *Monster Manual*; aurochs (an extinct form of wild cattle once found in Europe) may be treated either as bulls or as the "cattle (auroch)" listing in the article "Into the Age of Mammals," in this issue.

Table 4
Pleistocene Epoch Encounters
(All Terrain, Arctic to Temperate)

Dice Game

01-10	Axebeak (1-2) ¹
11-20	Cave bear (1-2) ²
21-30	Boar, giant (1-6) ¹
31-40	Irish deer (1-4) ¹
41-50	Mammoth (2-20) ¹
51-60	Mastodon (2-20) ¹
61-70	Wooly rhinoceros (1-6) ¹
71-75	Phororhacos (1) ¹
76-00	Roll on appropriate modern terrain/climate list

¹ If wounded, these animals are 80% likely to charge and attack a random hunter.

² In winter months, replace bears with small game.

The wild cattle of the *Monster Manual* are merely once-domesticated cattle that have escaped confinement and now live in the wilderness.

GIRAFFE

FREQUENCY: Common
NO. APPEARING: 10-40
ARMOR CLASS: 7
MOVE: 18"
HIT DICE: 5
NO. OF ATTACKS: 2 hooves
DAMAGE/ATTACK: 1-8/1-8

The tallest mammals, giraffes roam the fringe areas between tropical grasslands and forests. They deliver a vicious kick with their heavy hooves either to the front or the rear, though not both at once.

HART

FREQUENCY: Common
NO. APPEARING: 4-9
ARMOR CLASS: 7
MOVE: 24"
HIT DICE: 2
NO. OF ATTACKS: 2 hooves or 1 antler
DAMAGE/ATTACK: 1-2/1-2 or 1-6

These are the males of the smaller deer species, such as the white-tailed deer, mule deer, roe deer, and fallow deer. They can make one antler or two hoof attacks, but not both. For every hart encountered, there are 1-3 does (identical to harts, but without antlers) and 1-2 fawns (18" move, $\frac{1}{2}$ HD, no attacks).

DAILY PLANET™

GAMING SUPPLEMENT

Summer Edition

September 4th, 1988

Number 14

NEW WONDER WOMAN™ VILLAIN, ERIS, GODDESS OF DISCORD PREMIERES IN STRANGERS IN PARADISE

Game designer Dan Greenberg and George Pérez have been working together on the new DC™ Heroes Role-Playing Game Adventure/ Sourcebook, *Strangers in Paradise* for many months. To their delight, it became a stunning project.

"Dan Greenberg has managed to capture the essence of Wonder Woman in this game. I was more than happy to cooperate with someone so respectful of the concept," says George.

This convinced Pérez to debut his new Wonder Woman villain, Eris in *Strangers in Paradise*. Later this year, she will be introduced into the comic series.

Strangers In Paradise has a great new cover by Pérez. Look for it at your local hobby shop.

SHADO™

Shado alias Unknown

DEX: 10	STR: 3	BODY: 3
INT: 4	WILL: 8	MIND: 4
INFL: 11	AURA: 8	SPIRIT: 10
INITIATIVE: 25 (35) HERO POINTS: 50		

Skills: (*linked)
Detective: 4*
Acrobatics: 10*
Martial Artist: 10*
Thief: 10*
Scholar (Bushido): 4*
Weaponry (exotic/bow & arrow): 13

Limitations:
Catastrophic Irrational Attraction to obeying the Oyaban of the Yakuza.

Connections:
The Yakuza (High)
Green Arrow™ (Low)
Underworld (Low)

Motivation:

Responsibility of Power

Wealth: Comfortable

Race: Human

Background:

During World War II, Tomonaga™, a friend of a Yakuza chief was incarcerated in an American Detention Camp. He had been entrusted by the Yakuza with two million dollars in gold to build a business in the United States.

Several members of the O.S.S. in charge of the internment camp, discovered this fact. They tried torturing him to get the money. He never gave it to them. In 1950, they decided to steal the money.



Tomonaga had married after the war and had a daughter. The former O.S.S. agents captured him and his wife. To stop them from torturing his wife, Tomonaga gave them the money.

Returning to Japan dishonored, he committed seppuku. His wife had died by the hands of foreign soldiers. Their child Shado, was taken by the Yakuza and given to

a teacher of the art of Kudo, to be raised as an assassin.

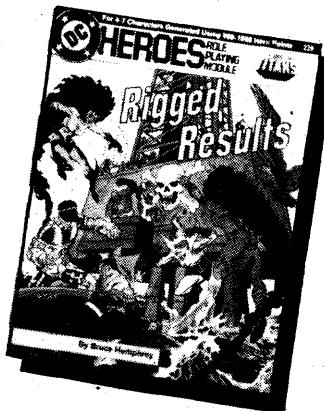
Almost thirty years later, Shado was called upon by the Yakuza to kill the men who tortured her mother and dishonored her father.

During her mission, she killed all but one of the men. It was then she first crossed paths with Green Arrow. After she completed her mission, she came home and reported to her Oyabun in the Yakuza. Failing to personally kill all the targets of her assignment, she was asked to lose a thumb as an apology. She offered willingly, but her instructor refused to let the maiming occur.

Shado was then requested to kill her teacher. She fired the arrow as instructed, but did not kill her teacher, and the Yakuza did. She became a renegade at that point, with a vendetta against the Yakuza.

After fleeing the Yakuza, she once again encountered Green Arrow in Hawaii.

CHECKLIST:



□ RIGGED RESULTS

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Niles, IL 60648

SEAL	SMALL	MEDIUM	LARGE	ELEPHANT	
FREQUENCY:	<i>Common</i>	<i>Common</i>	<i>Common</i>	<i>Common</i>	
NO. APPEARING:	20-200	20-200	10-100	10-100	
ARMOR CLASS:	7	6	6	6	
MOVE:	6"//15"	6"//15"	5"//15"	4"//12"	
HIT DICE:	2 (1)	3 (2)	5 (3)	7 (6)	
NO. OF ATTACKS:	<hr/>		1 bite or 1 tail slap	<hr/>	
DAMAGE/ATTACK:	1-4 (1-3) or 1-4	2-5 (1-4) or 2-5	2-7 (2-5) or 2-7	2-8 (2-7) or 2-8	
INTELLIGENCE:	<hr/>		<i>Semi-</i>	<hr/>	
SIZE:	M	L	L	L	

Table 6
Modifications to Surprise

Condition	Modifier
All hunters in the group are invisible:	-20%
All hunters in the group are silenced:	-20%
All hunters in the group are odorless:	-20%
All hunters in group have hunting proficiency:	-25%

Table 7
Distance Between Hunters and Quarry

Game	Animal surprised	Animal not surprised
Small game	5-20 yards	11-30 yards
Game bird	5-20 yards	21-40 yards
Other game	10-40 yards	50-80 yards

Table 8
Animal Conversions

Animal encountered	AD&D® game equivalent
Caribou, red deer, wapiti	Stag
Dall sheep, desert bighorn	Ram
Ibex	Goat, giant
Moose	Stag, giant
Mountain goat	Goat
Peccary	Boar
Yak	Buffalo

MUSK-OX

FREQUENCY: *Common*
NO. APPEARING: 11-20
ARMOR CLASS: 5
MOVE: 15"
HIT DICE: 4

NO. OF ATTACKS: 2 horns, or 1 charge with trample
DAMAGE/ATTACK: 2-5/2-5, or 2-16 and 1-4/1-4

These oxlike animals roam the arctic tundras and forests. For more information, see the "musk ox" listing in the article "Into the Age of Mammals," in this issue.

OKAPI

FREQUENCY: *Uncommon*
NO. APPEARING: 1-4
ARMOR CLASS: 7
MOVE: 20"
HIT DICE: 4
NO. OF ATTACKS: 2 hooves
DAMAGE/ATTACK: 1-6/1-6

A relative of the giraffe, the okapi is found only in the depths of tropical rainforests. The okapi is very shy and rarely seen. Foes are savagely kicked, although the okapi can outrun most predators.

SEALS

Seals are extremely common mammals found along coasts from the arctic to subtropics. The females tend to be smaller than the males (their statistics are given in parentheses). About 30% of the seals encountered are males. Medium or large seals are 25% likely to be fur seals having valuable pelts (DMG, page 27). Statistics for them are above.

TAPIR

FREQUENCY: *Common*
NO. APPEARING: 1-6
ARMOR CLASS: 8
MOVE: 15"//6"
HIT DICE: 3
NO. OF ATTACKS: 1 bite
DAMAGE/ATTACK: 1-6

The tapir is normally one of the most peaceful of animals and is ill-equipped for combat; its hooves are soft and its teeth are dull. However, if cornered, a tapir will take a bite out of its attacker with its wide mouth, doing damage if it gets a solid bite. The tapir swims well and can stay underwater for several minutes. It lives only in tropical forests along rivers.

WALRUS

FREQUENCY: *Common*
NO. APPEARING: 10-100
ARMOR CLASS: 5
MOVE: 4"//12"
HIT DICE: 6 (5)
NO. OF ATTACKS: 2 tusks or 1 tail slap
DAMAGE/ATTACK: 1-8/1-8 or 2-7
INTELLIGENCE: *Semi-*

See the notes on seals, listed earlier. Walrus tusks are worth 6-36 gp each. Ω

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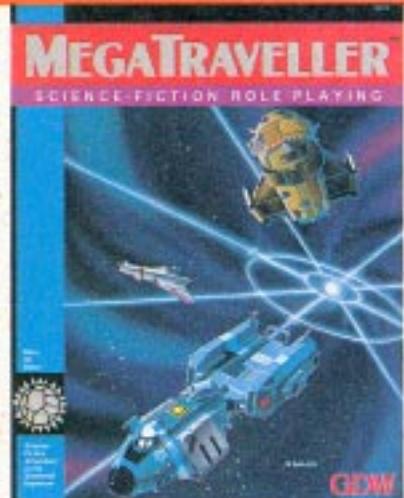
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by David Howery

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Mention treasure to AD&D® game players, and they will probably think of gold, jewels, and magical items. But the AD&D game thrives on variety, and other things can be used in place of gold to make a treasure hoard more interesting.

Probably the most neglected treasure items are the products that come from the flora and fauna of the world: furs, ivory, skins, and so on. These items are mentioned in two short tables on page 27 of the *Dungeon Masters Guide* and in a few passages in the monsters' descriptions. There is no provision for these items in determining random treasure from the treasure tables in *Monster Manual I* and *II*.

Certain plant and animal products are valuable because they are scarce in AD&D game civilizations. Most of them come from faraway lands and are available only during certain seasons. Since there are no trucks or airplanes in the AD&D game, these products must be hauled by caravans or ships. The trade routes are fraught with danger, as they are obvious targets for bandits and humanoid raiders. Armed men must escort the traders, which only adds to the cost of the products.

These treasures of nature can add both variety and difficulty to a treasure hoard. Some are of considerable value; a sable coat is worth more than most gems. However, these products tend to be bulky and fragile. For example, gold is more compact and hardy than a bag of furs. In general, it takes more transportation and care to convert natural products into cash — but nobody ever said that the life of an adventurer was easy.

Using the tables from the *DMG* as a start, the list of valuable products from plants and animals can be greatly expanded. Carrying the idea a step further, there are many products that can be taken from

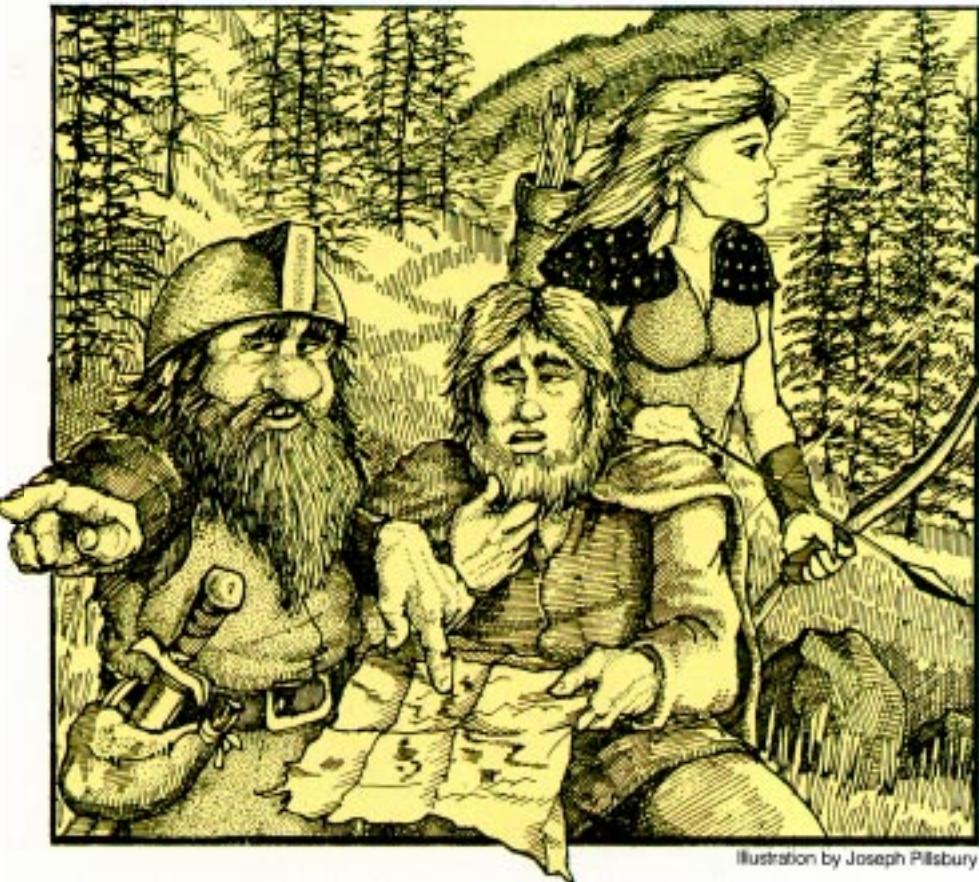


Illustration by Joseph Pilsbury

monsters, too. This article gives several lists and tables of these items. Note that the prices given are average values that can be raised or lowered by up to 10% to represent items of higher or lower quality.

Furs and pelts

The fur trade exists everywhere that civilized men go. Barbarians often gather pelts to sell to traders, and trappers and foresters roam wilderness areas to set trap lines. As the pelts are processed into capes, robes, trimmed garments, and blankets, their values increase, sometimes by vast amounts.

Furs are valued for three reasons: beauty, durability, and special use. Few furs have all of these qualities. Some are durable but not exciting (e.g., beaver, badger, and skunk). Others are beautiful but poor in durability (e.g., leopard and chinchilla). A few are valued for some special quality of the fur itself (e.g., wolverine). For the

purpose of simplicity, this article deals with furs that have only one or two of these qualities. If furs with all three qualities are desired, they should be devised by the DM especially for this purpose.

Table 1 is an expanded version of the list on page 27 of the *DMG*. Included in this list are the fur-bearing animals from the *Monster Manual*, *Monster Manual II*, and the *FIEND FOLIO®* tome. The problem with these creatures as written is that a very high value is placed on the raw pelt. Placing them into the table creates a common system for all furs — that is, low values are given for all pelts, but values increase as the pelts are processed into garments. Also added are a few creatures with potentially valuable fur, although they were not specifically mentioned as being valuable. Entries in Table 1 marked with an asterisk are explained below.

Bear: Black and polar bear furs are worth 10% more in each category.

Common furs: This includes such mun-

dane furs as squirrel, rabbit, raccoon, muskrat, and similar creatures.

Musk-ox: These hides are made into robes and blankets, not trimming or capes.

Spotted cats: Small cat pelts (e.g., ocelot and margay) are worth 4 gp; large cat pelts (e.g., leopard, jaguar, kamadan, and cheetah) are worth 6 gp.

Wolverine: This fur is used to trim hoods, since it does not collect water or freeze; it is not made into garments.

The pelts of giant counterparts to fur-bearing animals (beaver, squirrel, weasel, etc.) are worth five times the value of the normal-sized pelt. Garments made from giant pelts are worth 20% more in each category.

Weasels and giant weasels actually include a variety of other creatures, such as stoats, ferrets, martens, fishers, sables, and minks. The difference is important with regard to the value of furs. Treat 25% of these creatures as stoats and ferrets (worthless), 50% as weasels, 10% as martens and fishers, 10% as minks, and 5% as sables. Weasels are valuable only if taken in winter (ermine).

Of course, pelts are taken from many other animals, such as wolves, deer, apes, etc., but these pelts have value only to locals for use as clothing and shelter. They are worthless in other lands.

Pelts taken from animals killed by edged weapons are worth only half their normal values. Furs exposed to fire, lightning, or other such forces are worthless.

Skins

Table 2 lists various skins and hides that can be sold, though they are not considered furs. Entries in Table 2 that are marked with an asterisk are explained below.

Bulk hides: This assumes that there is an AD&D game version of the bison-hide industry that once existed in America. These hides can only be taken from herbivores that live in large herds. In addition to bison, this trade could include wild cattle, mammoths, mastodons, and caribou. If found as treasure, these hides are tied into bales of 11-20 hides each.

Dragon: The scaled skins of dragons are worth 100-400 gp per hit point.

Reptiles: This is the AD&D game version of the industry that once existed to deal with crocodilian skins. In the game, this includes all large reptiles, excluding snakes, armored reptiles (turtles, ankylosaurus, etc.), and other reptiles mentioned in Table 2.

Ivory

Ivory is the hard, creamy-white dentine (tooth material) from the tusks of various mammals. Note that tusks are generally different from teeth in that they have a

Table 1
Values of Animal and Monster Furs

Creature	Pelt	Trimming	Cape or jacket	Coat, robe, or blanket
Aurumvorax	5	40	400	800
Bear*	5	20	100	200
Beaver	2	20	200	400
Bobcat	2	20	125	250
Caterwaul	7	75	2,250	4,500
Bunyip	5	25	125	250
Chinchilla	3	90	2,700	5,400
Common furs*	1	10	100	200
Devil dog	5	30	200	400
Ermine*	4	120	3,600	7,200
Fisher*	3	30	300	600
Fox, hoar	5	100	1,000	2,000
Fox, red	3	30	300	600
Fox, silver	4	40	400	800
Giraffe	5	20	125	250
Lynx	2	20	125	250
Marten*	3	30	300	600
Mink*	3	90	2,700	5,400
Musk-ox*	5	—	—	50
Nonafel	7	75	2,250	4,500
Otter	2	25	250	500
Otter, sea	3	30	300	600
Owlbear	5	20	200	400
Panther	7	75	2,250	4,500
Sable*	5	150	4,500	9,000
Seal	5	25	125	250
Snow leopard	8	80	2,500	5,000
Spotted cats*	4/6	70	2,000	4,000
Tiger	5	20	125	250
Winter wolf	5	75	2,500	5,000
Wolverine*	3	30	—	—
Yeti	5	30	200	400
Zebra	5	20	125	250

All values given in this table are in gold pieces.

* See notes in the text regarding this creature.

solid core and grow outside the mouth (thus, large teeth do not qualify as ivory). Not all tusks are valued; those of boars are worthless. Table 3 lists the ivory-bearing animals in the AD&D game.

All ivory, regardless of the source, has encumbrance equal to one-fourth its gold-piece value. Ivory from elephants and their kin is the most valuable, being worth 5-6 gp per pound. The extremely rare ivory of the baku and hollyphant are included herein.

Lesser ivory comes from behemoths, catoblepases, hippopotamuses, walruses, and giant walruses. This ivory is worth 3-4 gp per pound. The tusks of giant walruses are rarely seen; these scarce creatures live only on islands in the polar seas and come to the mainland once a year to breed. Hunting them is a perilous task (for their statistics, take those listed for the walrus in "What's for Lunch?" in this issue, and

double all values for hit dice and damage).

The ivory of narwhals is the poorest kind, being worth only 2 gp per pound. But some people believe that a chalice made of narwhal ivory neutralizes or reveals poison. As an option, the DM may allow high-level clerics to enchant narwhal-ivory chalices so that they neutralize (25%) or change the color (75%) of any poison placed therein. These cups would be in great demand by unpopular kings and the like.

Teeth and claws

These items have little value by themselves but may have some value as novelty or jewelry items. The novelty value of teeth and claws must be partially judged by the DM as to whether someone wants to pay for them or not. For example, if there is a tavern in the characters' town that caters to adventurers, the owner

Table 2
Values of Animal and Monster Skins

Creature	Value (gp)
Behemoth	20-50
Bulk hides*	1/HD
Displacer beast	3,000
Dragon*	50% of subdued value
Dragon horse	20,000
Dragonfly, giant	600/sq.ft.
Dragonne	1,800-2,000
Gorgon	500
Hippopotamus	10-40
Ki-rin	25,000
Neo-otyugh	700
Otyugh	500
Reptiles*	2/HD

* See notes in the text regarding this creature.

HD: Hit dice of individual creature.

Table 3
Values of Animal and Monster Ivory

Creature	Tusk value (gp)
Baku	50-200
Behemoth	40-240
Catoblepas	3-18
Elephant	100-600
Hippopotamus	20-120
Hollyphant	11-20
Mammoth	100-600(+50%)
Mastodon	100-600
Narwhal	10-40
Oliphant	100-400
Walrus	6-36
Walrus, giant	11-66

would probably want to have several interesting sets of claws or teeth mounted on the walls. However, he won't want to buy very many. Thus, teeth and claws are items of limited worth useful for low-level characters short of cash. A good base value for these items is 1 gp per hit die for uncommon or common carnivores, 3 gp per hit die for rare creatures, and 5 gp per hit die for very rare monsters.

The large teeth of some animals may be used for artistic purposes (such as engravings). For example, an artist in an ocean-side city might engrave a nautical scene on a sperm whale's tooth, or a caveman might carve a hunting scene on a sabre-tooth tiger's fang. So, while the characters may not be able to sell "normal" teeth, they could find engraved teeth as treasure with

Table 4
Values of Animal and Monster Poisons

Effect of failed saving throw	Base value (gp)
1-8 or 2-8 hp dmg	80
3-12 hp dmg	85
4-16 hp dmg	90
5-20 hp dmg	95
Paralyzation	75
Sleep or catatonia	50
Sickness and incapacitation	25
Save at +4 or death	100
Save at +3 or death	150
Save at +2 or death	200
Save at +1 or death	250
Normal save or death	300
Save at -1 or death	350
Save at -2 or death	400
Save at -3 or death	450
Save at -4 or death	500

a base value of 20-120 gp each.

Small teeth and claws are often used to make jewelry. For example, shark teeth and bear claws could be sheathed in silver and mounted on a chain. Such jewelry have values based solely on the settings. As a general rule, however, they have a base value of 20-120 gp each.

Horns and antlers

True horns and antlers grow mainly on herbivorous mammals. A few monsters also have them. Antlers are growths of bone which are shed and regrown every year. Horns are permanent layers of hardened skin tissue. Other horns may actually be layers of hardened fibers (such as the horn of the rhinoceros).

As with teeth and claws, antlers and horns have a novelty value and may generally be sold to the same people time after time. However, they are not used for sculpture or jewelry. The DM should decide if any particular set of horns is valuable or not (that is, if an animal head is of trophy quality). Trophy sets of antlers and horns are worth 2-5 sp per hit die of each creature. Typical examples include deer (e.g., hart, stag, and Irish deer), wild bovines (e.g., bison, buffalo), giant sheep,

Table 5
Values of Animal and Monster Carcasses

Creature	Value in gp
Archelon ischyros	71-90
Crab, giant	31-40
Crayfish, giant	41-50
Dragon turtle	HD × 1-20
Firedrake	201-220
Fish, giant*	HD × 5
Lung wang	HD × 1-20
Phoenix*	21,000-26,000
Shark	HD × 10
Tarrasque	50,000-100,000
Thork	200
Turtle, giant sea	51-70
Whale	HD × 100
Wild game*	HD × 1

* See notes in the text regarding this creature.

HD: Hit dice of individual creature.

and giant goats. Horned monsters with extraordinary powers or appearances (e.g., perytons, gorgons, minotaurs) are worth an additional 2-5 gp per hit die.

The horn of a rhinoceros is very valuable. Some cultures believe (falsely) that a rhinoceros horn has great aphrodisiac powers. Fantastic prices have been paid for small amounts of such horns, particularly in Hindu and Oriental cultures. Robbery, extortion, and murder have been committed for these items. People who value rhinoceros horns are often fanatical.

A rhinoceros horn can be sold in a chunk directly off of the beast's head, but it is worth half of its regular value that way. The price for a complete horn is 21-40 gp per pound. The front horn of a two-horned rhinoceros weighs 9-12 pounds. The back horn of a two-horned rhinoceros and the single horn of a one-horned rhinoceros weigh 4-7 pounds. (The wooly rhinoceros has two horns.)

Usually, a horn is ground into powder and mixed with other substances. This powder is far more valuable than a chunk of horn. Powdered rhinoceros horn is worth 30-60 gp per ounce and is found in bags containing 20-120 ounces.

As noted in the *Monster Manual*, a unicorn's horn retains its special powers even after the creature's death. This is the most valuable of all horns, being worth 11,000-16,000 gp. A ki-rin horn is similar in worth, but lacks the curative powers of a unicorn horn. Nevertheless, a ki-rin horn is worth 7,000-10,000 gp. No good-aligned being will deliberately hunt for these items, of course, unless the creatures from which they are taken are already dead.

Table 6
Values of Steed Eggs and Young

Creature	Egg	Young
Camel, wild	—	11-16
Dragonnel	2,500	5,000
Eel, giant	2,000	4,500
Elephant	—	500-800
Giant strider	1,500	2,500-2,800
Griffon	2,000	5,000
Hippocampus	1,500	2,500
Hippogriff	1,000	2,000-3,000
Horse, wild	—	11-20
Mammoth	—	600-900
Mastodon	—	500-700
Oliphant	—	700-1,000
Pegasus	3,000	5,000
Roc	4,000	8,000
Sea horse	—	2,400
Sphinx, hieraco-	4,000	6,000
Unicorn	—	5,000-8,000
Wyvern	2,000	5,000

All values given in this table are in gold pieces.

Poisons

Many monsters in the AD&D game have a poisonous attack. These poisons can be sold to various buyers. For instance, an assassin will undoubtedly be interested in buying poison. Alchemists and sages may also be in the market for poison to use in research. Even good-aligned hospitals or houses of healing may buy poisons in order to brew antitoxins.

As noted on page 20 of the *DMG*, monster poisons are generally superior to manufactured poisons, since monster venoms are both ingestive and insinuative. Thus, the value of monster poisons are fairly high. Note that the values of monster poisons given in Table 4 are base values only. The total value is found by adding the base value to a number of gold pieces equal to the monster's full hit points. For example, the venom of a giant centipede with 2 hp is worth 102 gp. If the poison has some special effect (damage taken even if saving throw is made, paralyzation plus damage, etc.), multiply the total value by 150%. Table 4 gives values for types of poisons rather than listing every poisonous monster. This was done not only to avoid boring the reader with a long list but also to allow for different sizes of the same type of monster and to allow for new monsters that may be invented later.

Poisons can be collected from dead creatures or "milked" from live monsters that are rendered helpless. Poison must be

Table 7
Values of Servant Monster Eggs and Young

Creature	Egg	Young
Aarakocra	120	200-500
Boggle	—	430
Bullywug	100	200-300
Centaur	—	400
Crabman	150	300
Dakon	—	150
Dire corby	125	200
Eblis	250	300-500
Ettercap	—	500
Firenewt	100-400	200-500
Harpy	250	300-500
Hybsil	—	115
Kech	—	550
Kenku	250	300-500
Kuo-toa	100-300	200-400
Lizard king	100-600	200-700
Lizard man	100-300	200-400
Locathah	100-300	200-400
Merman	110	200-300
Muckdweller	50	100-300
Nixie	75	100-400
Quaggoth	—	125
Sahuagin	100-300	200-400
Su monster	—	550
Tabaxi	—	225
Taer	—	360
Thri-kreen	300	600
Triton	100-600	200-700
Troglodyte	100-400	200-500
Vulchling	120	200-500
Wemic	—	580
Yeti	—	580
Yuan ti	—	600-900

All values given in this table are in gold pieces.

stored in a tightly sealed jar. If even moderate care is taken, there should be no danger to the characters by either collecting or transporting poisons. Table 4 lists the base value for a one-pint jar of poison collected from such monsters.

Carcasses

The only carcasses listed as valuable in the rule books are those of the whale and the thork. By extrapolation, there are several other creatures that could be hunted for similar reasons. In the real world, sharks and giant tortoises are used for many products. Some monsters in the AD&D game offer the same opportunities, particularly in a medieval-style world that often suffers severe food shortages. An afanc or verme could feed a hungry village for a week. Large turtles and tortoises (including AD&D game creatures that resemble them) are desired both as imme-

diate food and stored food, since they can live a long time without nourishment. Giant crabs and crayfish, usually a delicacy in their smaller sizes, can feed many more people. Other creatures, such as the firedrake and thork, are desired for some part of their bodies; likewise, it is easier to transport carcasses than living creatures.

Table 5 is a list of creatures whose carcasses can be sold. Those marked with an asterisk on Table 5 are explained here:

Fish, giant. This includes afanc, gar, pike, barracuda, verme, catfish, and carp.

Phoenix. Individual parts of this creature have separate values as noted in the *Monster Manual II*.

Wild game. This includes such creatures as deer, bovines, antelope, goats, sheep, and large birds. Wild game can only be sold in areas that are short of food, since peasants can generally raise enough to support everyone. However, some noblemen may buy wild game as novelty food.

Feathers

The feathers from tropical birds are valuable in more northern or southern lands. Brightly colored feathers, like those of parrots or egrets, are worth 2-8 sp each. Ostrich plumes are worth 1 gp each.

The DM can decide if feathered monsters have interesting feathers or not, since the descriptions provided are vague. Monster feathers that are brightly colored are worth 1-6 gp each, due to their novelty value. The exception is the phoenix, whose feathers are worth 50 gp each.

Eggs and young

Several creatures in the rule books and some modules have a value shown for eggs or young. This list can be greatly expanded to include many other monsters. Tables 6-9 list these creatures.

In general, eggs and young of some creatures are desired by certain peoples in order to raise and train them as steeds, servants, guards, or hunting beasts. (Of course, some can serve in several capacities at once.) Note that the term "young" as used here refers to recently born creatures that have no effective attack and have not yet learned to use any special abilities that they might have. Note also that creatures from other planes are not included here, since they are usually able to return to their planes of origin.

Several creatures are listed as being steeds, but only a few have values given for them. Table 6 lists all these creatures. Some of these creatures have very limited markets; for example, giant eel eggs are usually only sold to a locathah colony. As a general note, taking eggs or young to be sold could be an adventure in itself.

Servant monsters are those that are basically man-shaped and fairly intelligent. Most are capable of doing many tasks, since they probably have hands of some sort. These creatures depend more on intelligence than instinct. Thus, if raised properly, they can assume an alignment different from that normal for their breed. For example, a lawful-good temple in a swampy area could have a flock of eblis messengers raised from eggs. Since the creatures know no other way, they would be fervently lawful good. Table 7 lists these creatures, excluding humanoids and demi-humans (which gets too deep into slavery issues).

Many monsters can be used as guards or hunting beasts. Of course, these creatures must have sufficient intelligence to be trained; for this reason, few insects are included in the table. Insects are usually either too unintelligent to train, operating on blind instinct, or are so hive-oriented that they are useless if removed from the colony. Conversely, a creature cannot be too intelligent or powerful, or it will be

Table 8
Values of Guard and Hunting Beast Eggs and Young

Creature	Egg	Young
Afanc	900	1,800
Ape, gorilla	—	400
Ape, carnivorous	—	500
Axebeak	50-80	50-80
Babbler	300	500
Banderlog	—	380
Basilisk	2,000	6,000
Basilisk, greater	6,000	10,000
Bear	—	200-400/adult HD
Behir	4,000	6,500
Blink dog	—	1,000-2,000
Bloodhawk	70-120	70-120
Boalisk	3,000	5,000
Bulette	4,500	9,000
Canine, wild*	—	1/adult HD
Catoblepas	—	9,500
Cave fisher	1,500	2,750
Chimera	—	9,000
Clubneck	50-80	50-80
Cockatrice	4,000	7,500
Crocodile	100	200
Crocodile, giant	400	700
Dinosaur, carnivorous*	100/adult HD	150/adult HD
Displacer beast	—	6,000
Doombat	—	600
Dracolisk	5,000	7,250
Dragon*	50% of subdued value of small very young	As per Monster Manual
Dragon turtle	As dragon	As dragon
Dragonne	3,500	8,500
Eagle	60-100	60-100
Eagle, giant	500-800	500-800
Falcon/hawk	20-80	20-80
Feline, wild*	—	2/adult HD
Firedrake	1,500	3,750
Frog, killer	75	150
Froghemoth	8,000	16,000
Gorgimera	—	8,500
Gorgon	—	8,000
Gorilla bear	—	400
Grell	2,500	5,500
Hook horror	200	500
Hydra	2,500	500/head
Hydra, lernaean	3,000	600/head

impossible to control. No one can hold a beholder for very long if it doesn't wish to serve. Finally, noncorporeal and burrowing creatures are not included for obvious reasons. Those entries in Table 8 that are marked with an asterisk are explained further below.

Canine, wild: Those with extraordinary or magical powers (devil dogs, hell hounds, etc.) are worth 100-400 gp per adult hit die.

Dinosaur, carnivorous: This includes bonesnappers, pterosaurs, and marine

specimens.

Dragon: Young dragons are worth the normal subdued value of 100-800 gp per hit point.

Feline, wild: Those with extraordinary or magical powers (caterwaul, etc.) are worth 200-500 gp per adult hit die.

Table 9 is a list of creatures whose eggs and young are desired for miscellaneous reasons. For example, denzelians are wanted for mining, firedrakes for their blood, etc. One special entry is marked with an asterisk:

Creature	Egg	Young
Hydra, pyro-	3,500	700/head
Kamadan	—	4,200
Lizard, fire	5,000	7,500
Lizard, ice	3,500	5,750
Lurker above	900	1,100
Mantari	150	350
Miner	900	1,100
Mobat	—	400-600
Owl	10-60	10-60
Owl, giant	1,000	2,000
Owlbear	2,000	5,000
Peryton	110-200	110-200
Phororhacos	70-100	70-100
Pseudo-dragon	1,100	2,000
Pyrolisk	3,500	5,000
Quipper	1	3
Raven, giant	20-50	20-50
Raven, huge	10-40	10-40
Remorhaz	5,000	9,000
Rock reptile	3,300	5,000-7,000
Sea lion	—	6,000
Snake, constrictor	175	350
Snake, giant amphisbaena	4,000	6,500
Snake, giant constrictor	2,000	5,500
Snake, giant poisonous/spitting	1,500	2,000-5,000
Snake, giant sea	4,500	8,000-10,000
Snake, poisonous	150	200-500
Spider, giant	2,500	4,400
Spider, huge	1,100	2,200
Spider, marine	4,740	7,700
Spider, phase	3,000	5,500
Spider, water	1,500	3,300
Thessalhydra	7,500	12,000
Toad, giant	150	250
Toad, fire	2,250	4,250
Toad, ice	2,000	4,500
Toad, poisonous	100	200
Trapper	900	1,100
Verme	900	1,800
Vulture, giant	30-60	30-60
Weasel, giant	—	3,300
Zorbo	—	4,250

* See notes in the text regarding this creature.

HD: Hit dice of individual creature.

Livestock, wild: This includes cattle, boars, rams, goats, and various giant forms of these creatures.

Of course, creatures that are not on these lists may be needed for special reasons. Generally, these occurrences will be one-shot deals invented by the DM. The monsters on Tables 6-9 can be assumed to always have a buyer in large cities.

Miscellaneous monster items

There are a number of products listed as being valuable in the rule books that do

not fit into any of the categories given so far. For convenience, these items are listed in Table 10.

Plant products

Rare and valuable spices come mainly from tropical areas. They are desired for their sharp taste and smell. Typical examples include pepper, nutmeg, cloves, ginger, cinnamon, and allspice. The spice trade is an important link between many different cultures, and spices are the most

Table 9
Values of Miscellaneous Eggs and Young

Creature	Egg	Young
Beaver, giant	—	100-200
Denzelian	1,000	1,500
Firefriend	200-500	400-700
Livestock, wild*	—	1-2/HD of adult
Thork	50	100

All values given in this table are in gold pieces.

* See notes in the text regarding this creature.

Table 10
Values of Miscellaneous Monster Items

Creature (part)	Value (gp)
Bee, giant (bread)	30
Bee, giant (unguent)	3,000-8,000
Beetle, fire (light glands)	300
Bulette (neck scale)	200-500
Cave fisher (proboscis rope)	500
Flail snail (shell)	5,000
Gloomwing (mandibles)	25
Imorph (liver)	300-900
Pernicon (antenna)	350
Phoenix (beak, talon, or eye)	5,000
Whale (ambergris)	1,000-20,000

common items carried on tropical trade routes.

The DMG shows rare spices as being worth 1-4 sp per scruple — an obscure measurement equal to one-twenty-fourth of an ounce. For convenience, the DM may rule that spices are stored in containers of 300 scruples each, so that a container is worth 15-60 gp (1d4 × 15). The exception is pepper, which is stored in one-pound containers worth 16 gp each.

Some types of woods from tropical and subtropical lands are prized in more distant lands. Some examples are ebony, tropical mahogany, and Lebanese cedar. The DM is free to invent valuable trees, such as the bronzewood and sablewood trees in the WORLD OF GREYHAWK® setting, or the hiexel and weirwood from the FORGOTTEN REALMS™ setting (from "Woodlands of the Realms," in DRAGON® issue #125). When considering treasure

Table 11

Plant	Seed	Spores*	Sprout
Algoid	—	—	550
Ascomoid	—	600	—
Barkburr/direburr	150	—	200-600
Basidirond	—	500	—
Bloodthorn	450	—	500-3,000
Choke creeper	250	—	400
Foresters' bane	500	—	750
Fungi, violet	—	350	475
Green slime	—	—	200
Hangman tree	600	—	900
Kelpie	—	—	500
Mandragora	75	—	100-200
Mantrap	350	—	400-900
Mold, brown	—	300	—
Mold, russet	—	250	—
Mold, yellow	—	350	—
Myconid	—	100	100-600
Needleman	350	—	500
Oblivixax	—	—	100-400
Phycomoid	—	400	—
Quickwood	450	—	500-1,000
Retch plant	450	—	500-800
Shambling mound	—	—	800-1,100
Shrieker	—	30	45
Slime, olive	—	—	250
Strangle weed	—	—	200-400
Sundew, giant	800	—	1,000
Thorny	—	—	400
Treant	650	—	700-1,200
Tri-flower frond	250	—	450
Twilight bloom	350	—	500
Ustilagor	—	300	—
Vegepygmy	—	—	100-600
Whipweed	—	—	300
Willow, black	100	—	120-190
Witherweed	—	—	300-600
Wolf-in-sheep's-clothing	700	—	900
Yellow musk creeper	350	—	—
Zygom	—	350	—

All values given in this table are in gold pieces.

* One-pint jar's worth.

hoards, rare woods will not be found as unworked logs, which are worth little and are hard to transport. Instead, rare wood will be found in the form of sculptures, small chests, jewelry boxes, etc. These items have base values of 200-800 gp.

The resinous saps of some tropical trees are made into perfumes and incense. The two best known resins are frankincense and myrrh. As noted in the *DMG*, incense is worth 5-30 gp per stick and perfume is worth 1-6 gp per dram. It is possible that the party could find containers of raw resin as treasure, with each bag holding 20-80 gp worth.

As with the animal monsters, vegetable monsters may be valuable if found in immature form. Many plant monsters are immobile and make excellent static guardians. Real-world plants reproduce by a variety of means, such as seeds, spores, and rhizomes. Translating these into AD&D game terms is fairly simple. Any plant that has flowers can also be assumed to have seeds. Likewise, plants with spores must also reproduce using them, although some spores produced are infertile and are used for other functions (like making characters go insane).

Some plants could be found in a helpless

sprout form. Table 11 has a list of such plants, those that are valuable. While seeds are comparatively large and portable, spores are another matter. Spores from monster plants and molds are usually deadly to encounter, but it is possible that the PCs could think up some way to collect jars of spores without harm. Note that some plants (green slime, shambling mounds, etc.) reproduce by fission (splitting off parts of themselves). These "buds" are listed under the "sprout" column.

Monster body parts

Monster body parts that have a magical ability (beholders' eyes, etc.) almost always lose their powers upon the creature's death. Thus, it is often impossible to gain those powers. The few exceptions, such as the unicorn's horn, are listed elsewhere in this article.

When a creature from another plane is slain on the Prime Material plane, its body returns to its plane of origin. If the party wants to collect the corpse, they will have to kill the creature on its own plane. This is the only way to collect things like phoenixes' feathers. Finally, as noted in folklore, when a lycanthrope is slain, the creature returns to its human form. As a result, it is impossible to collect a lycanthrope's pelt.

Placement of natural treasures

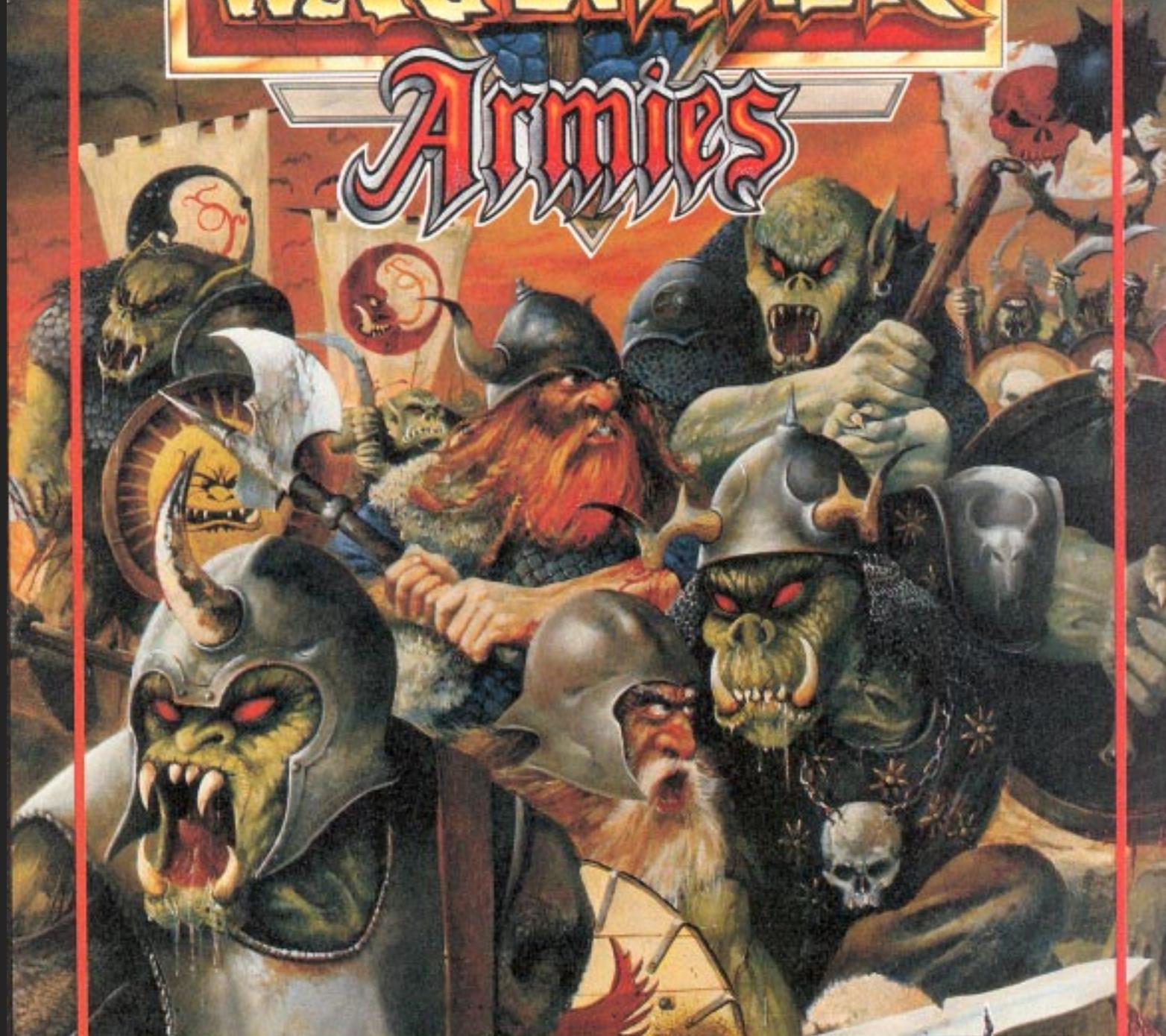
Since plant and animal products are subject to the effects of age, they will not be found in a treasure hoard that has been hidden away for centuries (as in ruined cities and lich lairs). Instead, these products may be found in towns connected to the trade routes or in the hands of barbaric peoples. Natural treasures must be matched to their areas of origin. For example, if the DM's world has a tribe of natives who live around the North Pole, minted coins would be a novelty to them. The natives would have heavy furs, mammoth or walrus ivory, and a few gold nuggets scrounged up from rivers. On the other hand, a treasure hoard in the tropics could have spices, incense, leopard pelts, and elephant tusks.

In general, the treasure items listed in this article are intended to be used in place of coins, not in addition to random treasures rolled. The exception is with creatures that have valuable body parts (such as a dragon's skin). These treasure items should be above and beyond any treasure rolled up, since the characters may not have a chance to collect the monster's corpse.

Let's look at a couple of examples. First of all, consider a huge, ancient white dragon with treasure types E, O, and S. The rolls on the treasure table (after all

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adjustments) result in the dragon having 10,000 sp, 4,000 gp, 10 gems, and five magic potions. However, the dragon lives far up in the polar regions where coins are rare. Thus, only 10% of the coin treasure is actually coins, resulting in only 1,000 sp and 400 gp. These coins, the gems, and the potions were taken from the very few adventurers who dared to travel in the frozen lands. The dragon has

converting the remainder of the coin treasure to a flat gold-piece value, there is 4,050 gp, divided as shown:

Item	Value (gp)
2 large mammoth tusks	1,800
1 hoar-fox cape	1,000
4 small mammoth tusks	600
3 devil-dog fur jackets	600
10 winter-wolf pelts	50

These items were collected as tribute from native villages. Note that the dragon itself has value as either a subdued creature or for its skin, neither of which is figured into the random treasure rolls.

For another example, consider a lair of

bandits who raid the trade caravans coming up out of the tropics. The bandits have treasure type A, which results in 5,000 sp, 1,000 ep, 8,000 gp, and 16 gems. Unlike the poor dragon above, the bandits get their loot from civilized people. Thus, 50% of their coins are actually coins, resulting in 2,500 sp, 500 ep, and 4,000 gp. The gems are a secret store that the bandit leader has set aside for hard times. After converting the rest of the coins to a flat gold-piece value, the remainder is 4,375 gp, divided as shown:

Item	Value (gp)
4 large elephant tusks	2,400
6 small elephant tusks	600
10 spice kegs (60 each)	600
100 crocodile skins	600
100 ostrich plumes	100
10 leopard pelts	60
3 tiger skins	15

Using these examples, large treasure hoards can be divided in similar ways. This is a much more realistic way: coins have always been too common for the medieval-style technology of the AD&D

game. Use of the treasure items in this article will probably result in a lot of bartering, which is also logical.

DMs should not forget, too, that many naturally occurring substances are much sought by spell-casters for use as material components in spells. The DM should consult the article "It's a material world," originally printed in DRAGON issue #81 and reprinted in the Best of DRAGON Magazine Anthology, vol. IV. Spell-casters and magic shops might pay highly for items that are difficult to locate or are banned for use.

As a final note, remember that the treasure items listed in this article are valuable because they are rare. If the characters try to dump a large number of these items on the market, lower the value accordingly. For instance, 15 sable coats in a city that normally sees only four or five in a year would only be worth 30-50% of their normal worth. This should forestall any weird plans the players might have, such as polymorphing house cats into leopards for their pelts, or casting mass death-magic spells on bison herds. (We all know how devious players can be.) Ω

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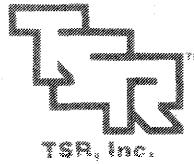
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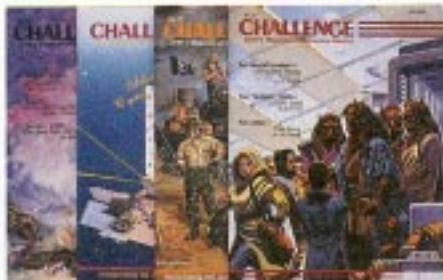
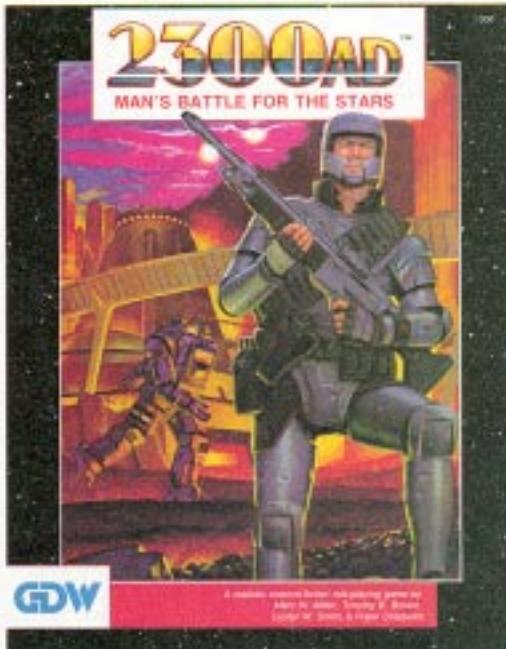
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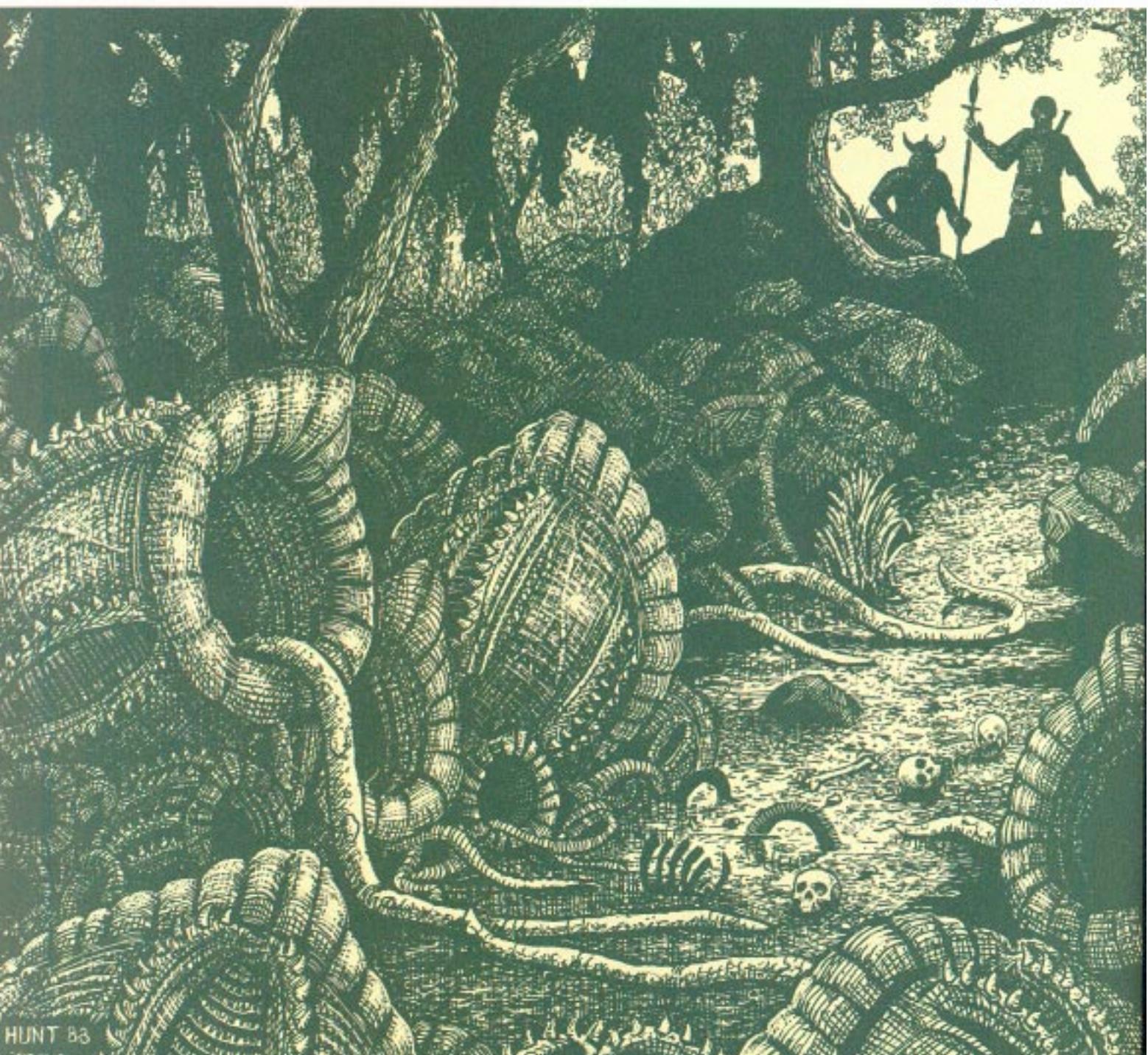
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by Gregg Chamberlain

The Ecology of Carnivorous Plants

Illustration by Jonathan Hunt



Some plants like green thumbs all too well

Giant man-eating plants, like dragons, goblins, and other weird creatures, are staples of modern fantasy fiction and most traditional legends. In the realm of the AD&D® game, official "monster plants" (such as the hangman tree, the choke creeper, and the giant sundew) are representative of the genre. Carnivorous plants are not truly mythical, though the real ones are not as monstrous as fantasy works portray them. The following article explains the ecology of fantasy carnivorous plants based on that of their smaller, factual cousins.

In the real world, carnivorous plants are represented by the various species of sundews, pitcher plants, butterworts, bladderworts, rainbow plants, water-wheels, pink petticoats, and Venus' flytraps. In the AD&D game, these carnivorous plants are represented by the giant sundew (*Monster Manual II*, page 116) and by the giant pitcher plant and the giant Venus' flytrap (DRAGON® issue #89, "Creature Catalog," pages C-14 and C-18).

Most plants with which we are familiar sustain themselves through the process of photosynthesis. Chlorophyll, which is contained in the leaves of the plant and which gives green plants their color, transforms sunlight into chemical energy. This chemical reacts with water (which is absorbed through the roots) and carbon dioxide (which is taken in through the leaves) to produce carbohydrates. These carbohydrates, along with the minerals and trace elements absorbed through the root system, are then utilized by the plant for its growth and development. Mosses, lichens, mushrooms, ferns, and the like are considered lower members of the plant kingdom because they either do not photosynthesize or lack other characteristics of green plants (such as a proper root system, reproduction via seeds, fertilization through pollination, etc.).

Carnivorous plants belong in the category of green plants, possessing all the requirements for classification as such plus two other traits which take them a

step beyond most such plants: the ability to self-reproduce without pollination and (most importantly) the ability to actively prey on insects and other minute animals for food.

Carnivorous plants are usually found in bogs, swamps, and freshwater marshes. The soil in these environments has a lower content of minerals and elements than is acceptable to most green plants. The lack of nitrogen, phosphorous, potassium, and calcium results from the high acid content of the water, which may be caused by frequent rains that leech minerals out of the soil. In warmer climates, this lack may be caused by a higher rate of bacterial decay which also uses up precious materials needed for plant growth. Plants such as the sundew, pitcher plant, and others have adapted to these poor growing conditions by evolving means for trapping and digesting living prey as supplements to their diets.¹

Despite the broad range of some species of carnivorous plants, they are on the whole limited by their specialization to their ecological niches — acidic bogs, marshes, and certain alkaline marls. In the northern temperate and subarctic regions, sphagnum bogs are a favored habitat. These bogs are the remains of ancient glacial lakes which have gradually become filled with decayed plant and animal remains. The stagnant waters are overgrown with moss and slowly become more acidic. The young bog then becomes the home of pitcher plants, sundews, and bladderworts, with butterworts growing along the sandy parts of the shoreline. A marl bog is formed by the seepage of spring water over a flat surface that has a foundation of limestone deposits. This results in the percolation of calcium carbonate throughout the water, making it more alkaline than normal and producing the same mineral-deficient conditions that exist in acidic bogs. Some pitcher plants and sundews have adapted to marl bogs.

In more temperate climates, acidic bogs may develop beside old lakes and sluggish streams and springheads. The movement of water under these conditions is too feeble to prevent stagnation. Here may be found pitcher plants, sundews, and bladderworts. In still warmer areas, savannah or grass-edge bogs form in low, flat, or slightly sloping areas with sandy soil and a high water table. The predominant vegetation consists of grasses, sedges, and widely scattered long-needle pines. Under these conditions may be found pitcher plants, bladderworts, butterworts, sundews, and Venus' flytraps.

Besides their restricted habitats (an especially serious problem for the Venus' flytrap, which is confined to savannah

bogs), carnivorous plants are threatened by the encroachment of more common green plants as the bog matures. By adapting to the mineral-poor conditions of the bog, carnivorous plants eventually change the bog by increasing the supply of nitrates, phosphates, and other minerals when those plants die and decay. As the acid level drops and the soil becomes richer and sweeter, other plants more accustomed to such growing conditions move in and crowd out the carnivorous plants.

All flowering plants normally reproduce by cross-pollination of their flowers by insects or the wind.² Carnivorous plants normally reproduce by this means, but they are also capable of reproducing themselves asexually.

For instance during pollination, the seeds of the Venus' flytrap are black and pear-shaped when it reproduces. The Venus' flytrap's asexual means of reproduction involves a fleshy, white, underground rhizome that elongates annually and from which new Venus' flytraps may grow. This underground rhizome also makes it very difficult for fire and other natural disasters to completely destroy the plant. Where temperature conditions are subject to uneven fluctuations (alternating warm and cool spring days, for example), the plant can also reproduce itself by budding. Through this process, the flowers of the plant are replaced by miniature plants which take root around the "mother" and grow normally. As a result, Venus' flytraps may be found growing in colonies.

The seeds of the pitcher plant are teardrop shaped and range in color from brown to pinkish gray. Like the Venus' flytrap, this plant may reproduce asexually by means of a rhizome; resulting in colonies of pitcher plants connected to the mother plant. The giant pitcher plant in DRAGON issue #89 resembles the Australian pitcher plant, which can also reproduce asexually in a manner similar to that of the strawberry plant. The pitcher plant, in this case, possesses a root which acts as a central node for its thick, branching roots. Some of these roots form foliage leaves above ground in the shape of a rosette. In the fall, a pitcher plant embryo forms around the center of these rosettes. As the embryo grows, the runner leaf stalk lengthens, taking the embryo away from the mother plant. Soon, the leaf stalk ceases growing and the embryo plant rests on soil where it takes root.

The sundew's seeds are black and elliptical. Sundews living in the northern parts of the world or in mountainous climes form hibernacula to survive the winter. A hibernaculum is a small, tight, spherical

cluster of budlike young leaves that are hairy in appearance. The butterwort also shares this feature. Similarly, the hangman tree's taproot, which allows it to survive the winter, may be a further modification on the use of the hibernaculum.

The trapping season for carnivorous plants generally runs from spring until the middle of autumn and the winter dieback. Trapping methods among the carnivorous plants fall into either active or passive traps. Among the active traps are the bear-trap variety, used by the Venus' flytrap and the waterwheel plant, and the trap-door of the bladderwort. Less complex are the passive traps used by sundews, butterworts, and rainbow plants; these plants secrete a type of mucilage to form a sticky "flypaper" trap to ensnare their victims. The simplest trap is the passive pitfall used by the many species of pitcher plants.

The traps themselves are actually leaves that have been so modified by evolution that they are now barely recognizable as leaves. All the carnivorous plants, except for primitive species of pitcher plant, have developed digestive glands within these leaves. These glands secrete a mild enzyme to aid the breakdown and absorp-

tion of nutrients from the plant's victims. In the case of the flypaper variety of carnivorous plants, the leaves have also developed glands to produce and secrete the mucilage used in the trap.

How did these traps evolve, and how do they work? All plants have tropisms — reactions to particular stimuli — that help them find water, light, and nutrients; tropisms also help the plants avoid noxious substances and conditions. If seeking or avoiding something, a plant can control the growth of its cells and alter the direction of such growth by increasing and decreasing cell growth on either side of the plant. For example, the mimosa plant can fold up its leaves whenever certain insects approach with the intent of eating the leaves. For most carnivorous plants, this controlled cell growth is accelerated to the point where the plant's movements are faster than the eye can track.

In the case of the Venus' flytrap, prey is attracted to the plant's trap either by the red color on the inside of the trap-leafs lobes (which resembles raw meat) or by the scent of nectar produced by glands along the edge of each lobe. (All carnivorous plants have nectar-producing abilities

and, except for the waterwheel and the bladderwort, use scent as a lure.) Within the trap are six trigger hairs arranged in triangular groups of three on each lobe. The victim must brush two of the trigger hairs or one trigger hair twice in order for the plant to react. The first brushing of a trigger hair causes an electrical impulse to be stored in the leaf tissue, readying the trap. The second brushing sends a second impulse that causes the outer cells of the lobes to grow an additional 25%, thus causing the trap to close.

This growth spurt is very rapid; closure time for flytraps has been clocked at one-twentieth of a second. During cool weather, when the plant's reactions have slowed, the spikes that fringe the edges of the leaf lobes help contain the prey until the trap is fully closed.³ When fully closed, cell growth in the lobes continues, forcing the lobes together, pushing the air out of the trap, and squeezing the prey. To open, the inner cells of the leaf lobes grow an additional 25%, thus forcing the lobes to move apart from each other. The traps are capable of opening and closing several times a day; thus, rapid growth of individual traps is possible.

Venus' flytraps can survive periodic flooding, when their traps catch food in the form of insect larvae, tadpoles, and the like. A good-sized meal for the plant results in an overall growth spurt. The Venus' flytrap is capable of distinguishing between edible and inedible objects placed within its traps; it is also able to judge the size of objects so that it doesn't waste time on puny prey or things which it can't eat (as is also true for the giant Venus' flytrap).

The same principle of controlled cell growth permits the sundew to curl its armlike leaves around insects held helpless in the plant's glue. It also allows the butterwort to curl the edges of its trapping leaves to form a cup to hold digestive juices used for drowning prey that succumbs to the lure of its sticky surfaces.

Sundews, butterworts, and rainbow plants, by utilizing their mucilaginous surfaces to trap insect prey, are merely taking defenses used by plants a step further. Consider the South African roridgula, which has developed a carpet of sticky hairs over its stems and leaves as a defense against insect pests. The roridgula has also developed a symbiotic relationship with species of ambush bugs and spiders. Both of these creatures make their homes among the sticky strands of the plant and feast on insects caught by the glue.⁴

The pitcher plant may have been the first carnivorous plant to evolve because its method of catching prey is the simplest of all: a pitfall trap formed by the plant's leaves, which have grown together so that

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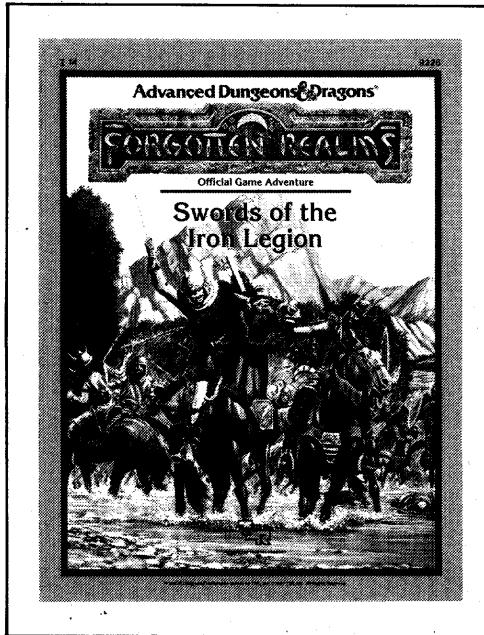
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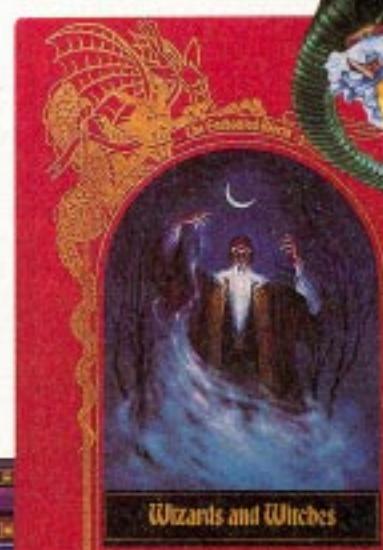
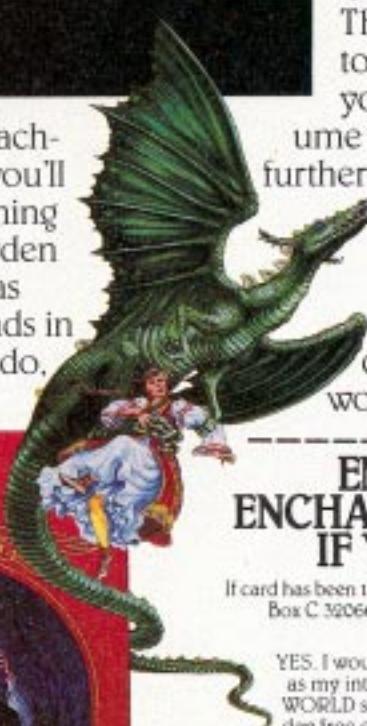


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water collects in the bottom of the pitcher and drowns whatever falls in. An intermediate stage in the evolution of the pitcher plant can be seen in the common teasel plant, whose cuplike leaves grow together around the stem, allowing water to collect and form miniature pools that protect the plant against insect pests crawling up the stem. The pitcher plant took this means of defense and evolved it into a means of trapping prey.

The more primitive species of pitcher plant rely on natural decay to break victims down into necessary nutrients for the plants to absorb. Other species of pitcher plant have developed digestive glands and wetting agents in the water inside the trap which help waterlog the victim and hasten drowning. There is some speculation among botanists that the nectar of the plant may contain a narcotic; this increases the likelihood that exploring insects fall in due to drunkenness.⁵

Fantasy carnivorous plants (i.e., the hangman tree and others) are higher on the evolutionary ladder than the common species of such plants. This higher evolutionary status may range from simple giantism without drastic departures from

the original plant (as in the case of the giant Venus' flytrap) to improvements on the original plant design (as in the case of the giant pitcher plant which, in addition to giantism and heightened tropic senses, has great, long tendrils for snaring and drawing prey into its stomach).⁶

The carnivorous plants in the AD&D game world have further developed alternative methods of catching prey, as is evidenced by the tri-flower frond, the man-trap, and the bloodthorn. The tri-flower frond and the man-trap use their pollen as both a lure and a drug to entice and kill their victims, much as actual carnivorous plants utilize their nectar as an insect lure (and as the pitcher plant might use narcotic nectar).

The bloodthorn has taken two characteristics of plants — thorns as a means of defense, and the principles of capillary attraction (which enable plants to feed themselves) — and has combined these into a unique means of attacking prey and feeding on it. Capillary attraction is the tendency for liquids confined in small tubes to rise up through the tubes as a result of surface tension. An example of capillary attraction is shown by placing a

straw in a glass of water. Surface tension draws the water up the straw from the open bottom until a balance is achieved and the water ceases to rise. If straws of different diameters are placed in the same glass, the water will rise higher in narrower straws than in wide ones because of the differences in surface tension.

Two types of tissues are involved, in a plant's use of capillary action and attraction: xylem and phloem. Xylem is the woody tissue that provides support for the plant, much in the same way that skeletons provide support for animal bodies. The cells in xylem, through capillary action and attraction, absorb the water and minerals taken in by the roots and move them up to the leaves for photosynthesis. This process in turn creates the food material that is transported throughout the plant by the phloem tissues through capillary action and attraction.

In the bloodthorn, the phloem tissues connect directly with the plant's hollow thorns. When a successful strike is made by the plant, the liquid blood of the victim rises into the narrow opening of each thorn tip and is absorbed by the phloem cells. By devising a method of feeding directly on the already-dissolved nutrients in its victims' life fluids, the bloodthorn has bypassed the need to develop digestive glands like other carnivorous plants.

Some of the species of fantasy carnivorous plants have evolved forms of vegetable musculature similar to octopus tentacles (the giant pitcher plant being the most obvious example). This has allowed some plants, such as the giant sundew, to become mobile and so increase their chances of survival by allowing movement from one location to another as an environment becomes unsuitable for them.

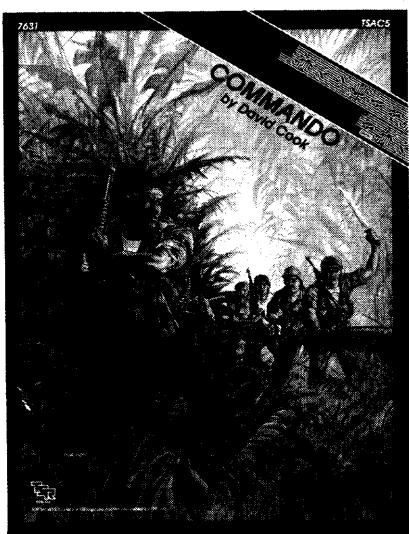
The development of musculature in fantasy carnivorous plants presumes also the possible development of some form of nervous system. An increasingly complex nervous system allows the evolution of intelligence, such as typified by the semi-intelligent giant sundew. Intelligence is a survival trait; the greater a plant's intelligence, the greater its chance of continuing as a species. In AD&D game terms, such intelligence may rise high enough to permit the development of a moral sense and an alignment other than the neutrality typical of lower animals and plants.

Both the hangman tree and the black willow are, at present, the only carnivorous plants in the AD&D game universe that deviate from an absolutely neutral alignment.⁷ The tendency of both towards evil in their alignments may be due to the low level of intelligence ascribed to the plants (the black willow, though capable of possessing greater than average intelligence, does not use this intelligence to the

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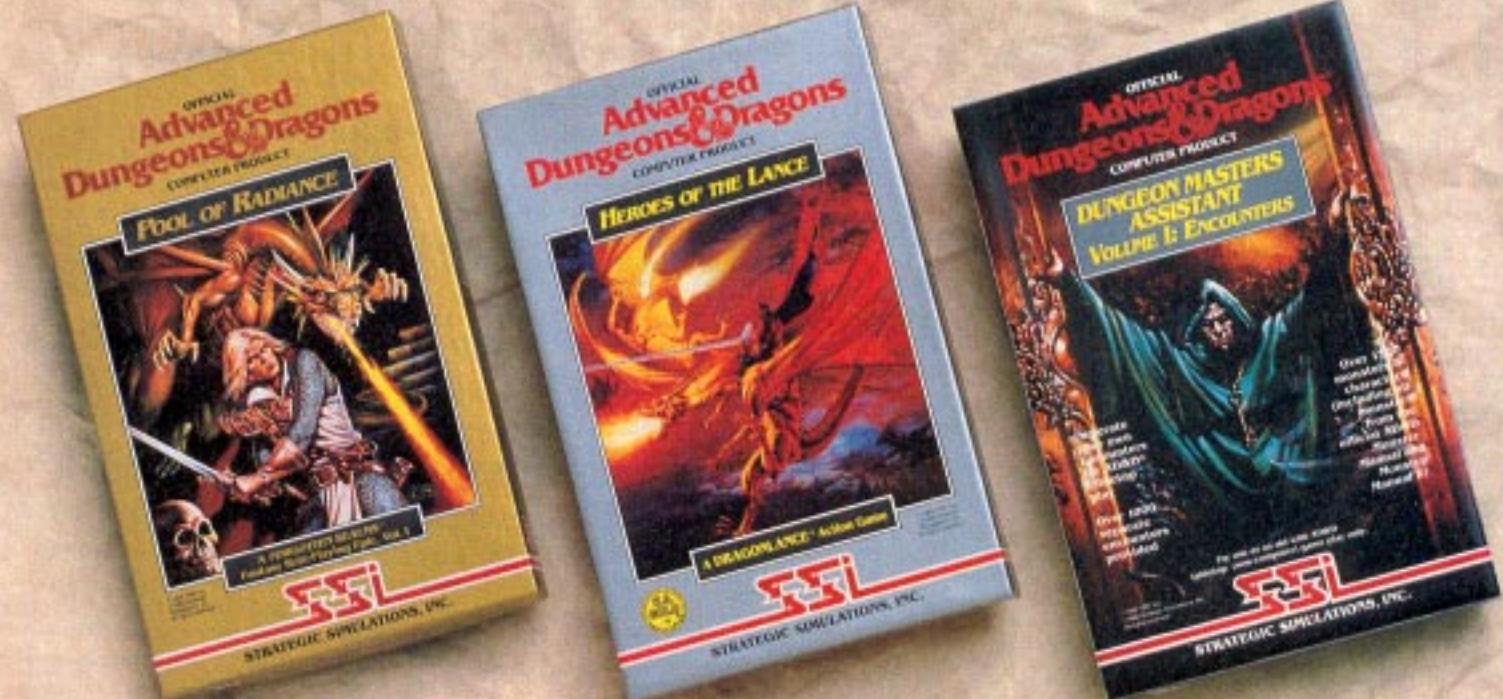
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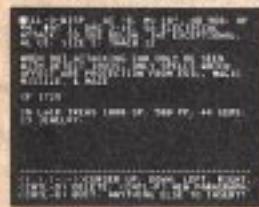
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best advantage). Creatures of low intelligence that do not possess the wisdom to control their impulsive actions tend to act to satisfy their immediate desires without consideration for others. This lack of control can also hinder the efficient application of high intelligence.⁸

The hangman tree has sufficient intelligence to learn and speak the common tongue — albeit haltingly (a feat the black willow hasn't yet accomplished).⁹ Nevertheless, the deception abilities of both the hangman tree and the black willow are limited, with the hangman tree using hallucinatory perfume and the black willow using its aura of drowsiness. Neither plant uses even small treasure items as a lure, possibly because they themselves are uninterested in gold and the like. Even the killer mimic is smart enough to realize it has a better chance of attracting prey by disguising itself as some valuable object.

It is fortunate for adventurers that these trees, the highest forms of carnivorous plant presently known, are more cunning than clever; if it were otherwise, PCs might encounter these trees more often and more to their detriment. However, adventurers should be concerned by the hangman tree's development of magic resistance as a survival trait. If the trend towards greater intelligence in fantasy carnivorous plants continues, future species of carnivorous plants may very well use spells to hunt their prey.

Footnotes

1. Carnivorous plants, because they have retained their abilities to photosynthesize, can live a "meatless" existence; during these periods, however, their growth is slower than usual and may even be stunted. As a result, a carnivorous plant that has gone through some lean times may be only one-half to three-fourths normal size, with corresponding reductions in hit dice and damage.

2. AD&D game carnivorous plants may still be capable of reproducing this way through pollination via species of giant bees, wasps, and so forth, as well as via the normal smaller species of these insects. Seeds from carnivorous plants, though, are best harvested in the fall season. After the plant is destroyed, PCs may gather up to 2-20 seeds in perfect condition, undamaged by the battle. If PCs employ nonpoisonous means to subdue a plant peacefully, the number of useable seeds recoverable may be doubled.

3. In issue #89's version of the Venus' flytrap, the "teeth" that fringe the edges of the lobes act to trigger the trap and prevent the prey from escaping before the trap is fully closed.

4. Such a symbiotic relationship might

exist between the AD&D game's giant sundew (or other sessile carnivorous plants) and certain large insects or other creatures. These creature may lure prey within the plant's reach in exchange for scraps from the plant's feeding; they may also find a safe home with immunity from the plant's attack.

5. The giant pitcher plant may have retained the narcotic qualities of its nectar. Thus, those characters who fall prey to the plant may become unconscious from the fumes inside the plant's stomach. Characters should save vs. poison each round they are inside the plant. Failure results in unconsciousness lasting until the victim is either consumed or removed from the plant. In the latter case, the victim remains unconscious for an additional 1-6 turns. After regaining consciousness, the victim suffers slowed reactions for 3d10 rounds, with all attacks, defenses, reactions, and dexterity bonuses at -1.

6. Popular belief has it that certain real species of pitcher plants are able to close off the mouths of their traps with their hooded leaves, preventing victims from escaping. The giant pitcher plant may have evolved the ability to actually seal off its mouth opening. Characters who attempt to open these coverings must be able to brace themselves and successfully roll their *bend bars/lift gates* chances.

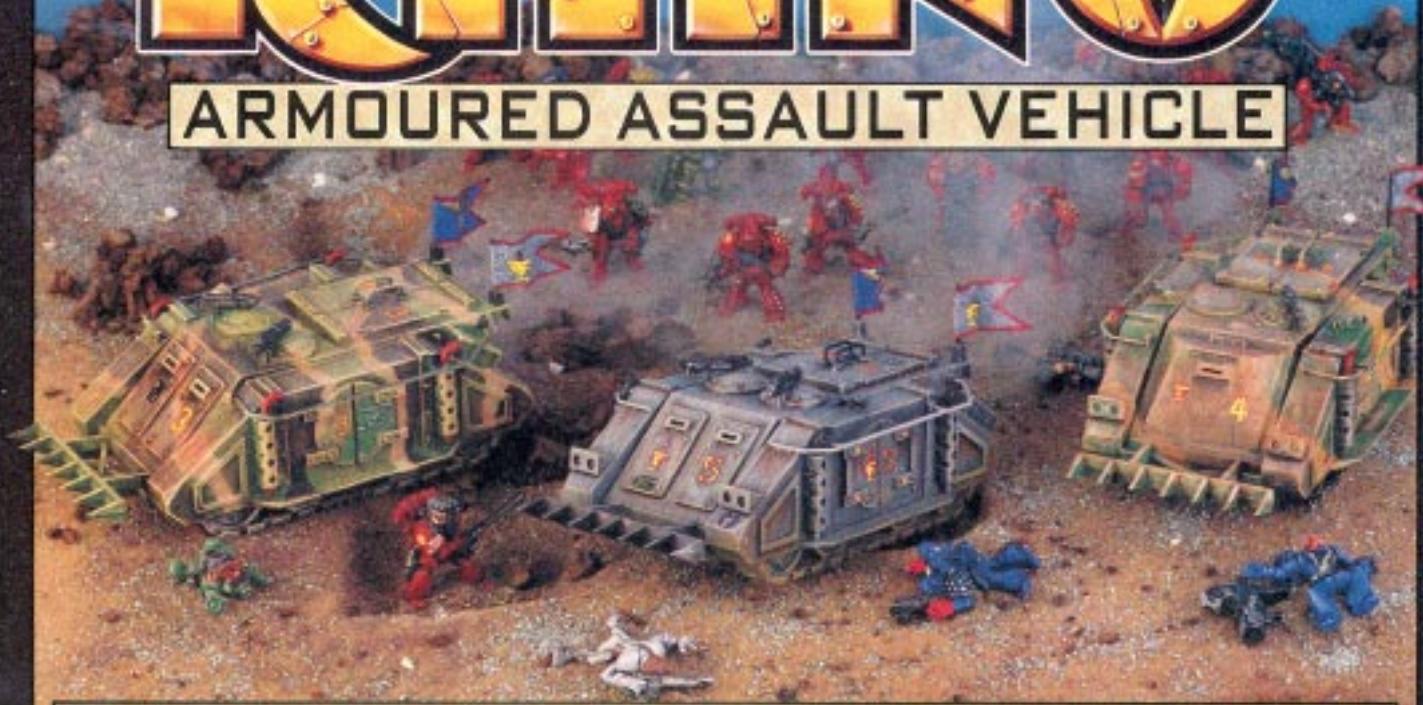
7. The zygom also deviates from absolute neutrality due to its evil nature, although it cannot be rated on a scale of intelligence. The zygom has been excluded from discussion for the latter reason. Furthermore, while the *Monster Manual II* states that the zygom prefers living flesh and blood for sustenance, it does not actually hunt prey. Instead, it lives a parasitic existence on any host body it finds.

8. Since both the black willow and the hangman tree are members of the plant kingdom, perhaps they cannot truly be judged by human standards. They prey on animals (including humans) for food just as many animals prey on plants for food. (Such relativistic hairsplitting is best left to philosophers and sages.)

9. One of the knotlike protuberances on the hangman tree which usually serves as a sensory organ for the tree may have evolved a primitive vocal apparatus. This may also explain the halting nature of the plant's speech, as the tree draws in and stores air in the knot, later expelling it in brief blasts of vocalization.

RHINO

ARMoured ASSAULT VEHICLE

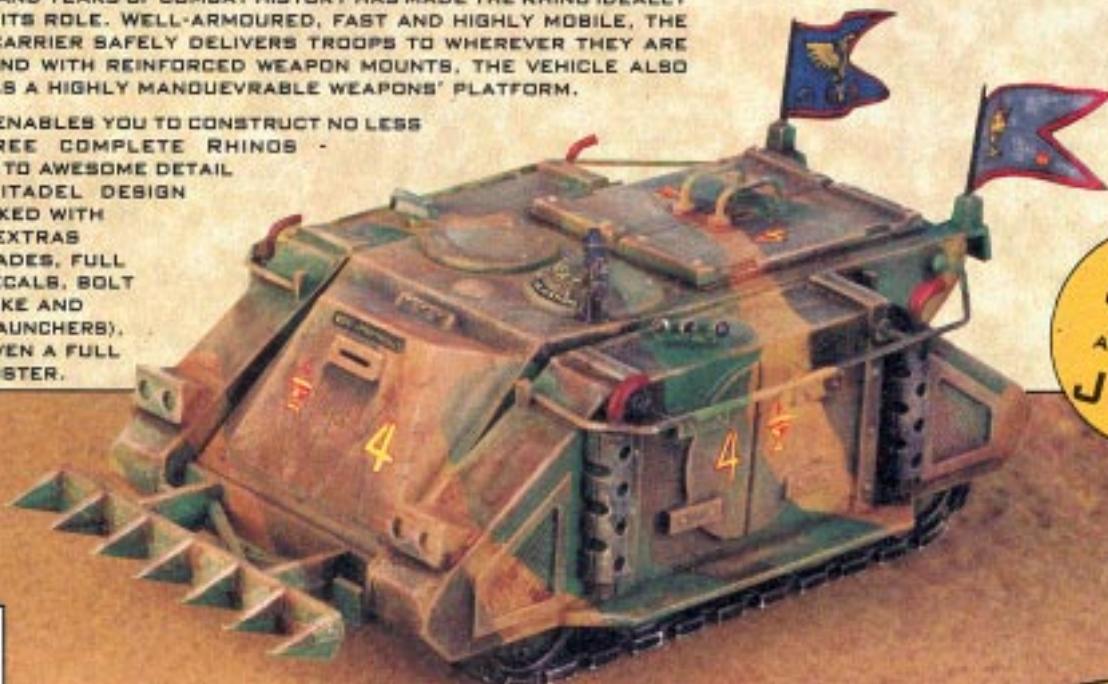


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Weathering the Storms

A new weather system for fantasy game campaigns

Where would a campaign world be without weather? Whether you're creating a campaign world or simply guiding a party through a pregenerated dungeon or wilderness adventure, the addition of weather conditions that change day by day and season by season adds realism to the game. After all, how realistic is it to allow player characters to wander through a perpetually sunny and warm world? There must be days when a heavy rain soaks them to the skin, when the sun bakes down and causes painful sunburns, when deep snowdrifts make movement difficult, or when icy cold nights make hypothermia a very real threat.

By including weather in a campaign, characters are forced to think and prepare ahead for jaunts through the wilderness from one dungeon to another. In fact, they might even be forced into a dungeon or two by the adverse weather conditions they encounter along the way! Likewise, a party might be forced to "winter over" in some disreputable (and dangerous) little hamlet.

The tables in this article can be used either to add daily weather conditions to an individual game module, or to flesh out a campaign world by adding seasonal weather patterns. The tables (and the instructions for their use) present average rainfalls and temperatures for 12 different climatic zones based on those found on Earth. By combining these tables with those that deal with wind conditions, realistic weather conditions for any given day or time of year at any point on an Earthlike world can be determined.

A campaign weather system

If you want a logical campaign world, you want one in which terrains blend gradually into one another and in which

weather patterns make sense. The first step in designing any campaign world is to draw a map of the continent characters will explore. But before you draw any more than the outline of a continent, determine where the lines of latitude fall. Latitude determines where your extreme terrain and climatic zones (the deserts, jungles, and icebound polar regions) lie.

Let's assume that you have a world about the same size as the Earth. Using this scale, there are 720 miles for every 10° of latitude. This gives a total of 6,480 miles between the equator (0° latitude) and either pole (90° latitude).

If you want a continent that includes everything from torrid jungles to glacier-locked tundra, your map must include at least 50° of latitude, or about 3,600 miles. For the purposes of this weather-generation system, jungles can only lie within about 20° of the equator, and ice-bound regions are only found above 60° latitude (with the rare exception of an extremely high mountain range covered with glaciers). Deserts are found only within 30° of the equator.

This means that if you use the common game mapping scale of 24 miles to the hex, there will be 30 hexes between each 10° of latitude, or three hexes per degree of latitude. To draw a continent that spans 15° latitude to 65° latitude, you will need 150 hexes, top to bottom.

If this scale produces a map that is physically too large to handle (it will be about four graph pages wide), try a scale of 144 miles to the hex. Using this scale, there are only five hexes between each 10° of latitude (enabling an entire continent to fit on one sheet of graph paper).

The next step is to fill in the terrain of each hex (e.g., jungle, hills, broken land, etc.). Note the previously mentioned rules

for where jungles, deserts and polar regions must be located.

Now you can start working out where each of the 12 major types of climate falls. It is easy to spot where some go; for example, a desert climate will be located over desert terrain (and possibly a few surrounding hexes of broken land). But locating other climatic zones takes more thought.

After you've drawn a subsidiary map of where the 12 climatic zones fall, it will be easy to work out exactly what type of weather is occurring at any spot on the map. Each climatic zone has a different percentage chance for rainfall in any given month, and each has a different average temperature for each month. Details on each of the 12 climatic zones and where they can be located follow.

Desert

Found primarily at the centers of continents in low latitudes (0-30° latitude), this arid climatic zone is dry and very hot. At night, deserts grow very cold, with temperatures dropping by as much as 60° (roll 6d10) overnight. This climatic zone includes broken land and desert terrain. Examples of Earth's deserts include northern Mexico, north-central Africa, central Australia, and all of Arabia.

Vegetation in these hot regions includes drought-resistant plants with long, shallow roots to absorb moisture from a large area. Vegetation also tends to have thick stems that store water and waxy plant surfaces. Vegetation usually flourishes only after the infrequent rainstorms, when the desert "blooms." Plants lie dormant between storms.

Tropical savanna

Found inland of the monsoon climatic zone in areas near the equator (0-20° latitude), this climatic zone features a summer rainy season and a winter drought. Such regions have hot grasslands broken by scattered trees or patches of forest. Forests of thorny plants or patches of scrub are also common. This climatic zone includes forest, grassland, and hilly terrain. Examples of tropical savannas include central Africa and central India.

Steppe

Found in the interiors of continents at middle latitudes (20-50° latitude), this dry climatic zone combines low rainfall with hot summer and cold winter temperatures. Due to the arid conditions, trees are rare. Vegetation in these semidesert regions includes grassland broken by scrub. This climatic zone includes grassland terrain only. Examples of steppes include northern Africa, Argentina, and central China.

Equatorial

Found in both coastal regions and the interiors of continents, but always near the equator (0-20° latitude), this hot and humid climatic zone features heavy rainfall and high temperatures throughout the year. There is, however, no distinctive rainy season. This climatic zone includes jungle and swampy terrain. Examples include the upper Amazon basin, "darkest" Africa, and Indonesia.

In tropical rain forests, vegetation is lush and includes hundreds of species of plants. Trees grow to a height of 130', and the thick canopy of leaves formed blocks the sunlight, making the forest floor dark. Vines and creeping plants make up the bulk of the other forest plants.

Monsoon

Found in coastal areas near the equator (0-20° latitude) that have strong, prevailing winds from offshore, this climatic zone is characterized by hot weather and a distinctive rainy season marked by heavy tropical storms. Here again, the tropical rain forest predominates. This climatic zone includes jungle and swampy terrain. Examples include the coastal Amazon, coastal India, and southeastern Asia.

Warm and rainy

Found at the edges of continents in middle latitudes (20-50° latitude), this temperate climatic zone features steady, moderate rainfall throughout the year. Depending upon the latitude, the forests found in this region can range from broadleaf (at lower latitudes) to coniferous (at higher latitudes); these two types of forest often shade into one another. This type of climatic zone includes broken land, forest, grassland, hilly, and mountainous terrain. Examples of warm and rainy climatic zones include west coastal Canada, southeastern United States, Europe, Japan,

Table 1
Month of Year

1d12 Month

1	January
2	February
3	March
4	April
5	May
6	June
7	July
8	August
9	September
10	October
11	November
12	December

Illustration by Bob Gladrosich



Table 2
Weather Determination

Terrain type	Where located	Latitude range	Climate category
Broken land	Inland	0-20°	Desert
	Inland	21-40°	Warm with dry winter
	Inland	41-70°	Cool & rainy
	Inland	71-90°	Polar
	Coastal	0-20°	Desert
	Coastal	21-50°	Warm & rainy, or warm with dry summer
	Coastal	51-70°	Cool with dry winter
	Coastal	71-90°	Tundra
	All	0-30°	Desert
	All	31-90°	-
Forest	All	0-20°	Tropical savanna
	Inland	21-50°	Warm with dry winter
	Inland	51-70°	Cool & rainy
	Coastal	21-50°	Warm & rainy, or warm with dry summer
	Coastal	51-70°	Cool with dry winter
	All	71-90°	-
	All	0-20°	Tropical savanna
Grassland (also Clear)	Inland	21-50°	Steppe
	Inland	51-70°	Cool & rainy
	Coastal	21-50°	Warm & rainy, or warm with dry summer
	Coastal	51-70°	Cool with dry winter
	All	71-90°	Tundra, or polar
Hills	Inland	0-20°	Tropical savanna
	Inland	21-40°	Warm with dry winter
	Inland	41-70°	Cool & rainy
	Inland	71-90°	Polar
	Coastal	0-20°	Tropical savanna
	Coastal	21-50°	Warm & rainy, or warm with dry summer
	Coastal	51-70°	Cool with dry winter
	Coastal	71-90°	Tundra
	Inland	0-20°	Equatorial
	Coastal	0-20°	Monsoon
Mountains	Coastal	21-90°	(treat as forest)
	All	0-20°	Warm with dry summer, or warm & rainy
	Inland	21-40°	Warm with dry winter
	Inland	41-70°	Cool & rainy
Jungle	Inland	71-90°	Polar
	Coastal	21-40°	Warm & rainy, or warm with dry summer
	Coastal	41-70°	Cool with dry winter
	Coastal	71-90°	Tundra
	Inland	0-20°	Equatorial
Swamp	Coastal	0-20°	Monsoon
	Inland	21-40°	Warm with dry summer
	Coastal	0-20°	Monsoon
	Coastal	21-40°	Warm & rainy
	All	41-90°	(as per surrounding terrain)

southeastern China, New Zealand, eastern Australia, and southeastern Brazil.

Warm with dry summer

Found in coastal areas in middle latitudes (20-50° latitude), this temperate climatic zone features a dry summer season. Vegetation varies from scrub (at lower latitudes) to thick coniferous forest (at higher latitudes). This climatic zone includes broken land, forest, grassland, hilly, and swampy terrain. Examples of warm with dry summer climatic zones

Tables 3-14: Average Temperature by Climate

General notes on Tables 3-14

N: Northern hemisphere

S: Southern hemisphere

Temperatures drop at night by 5-30° F (5d6). A strong wind lowers temperatures in cold regions by 2-40° F (2d20).

Temperature descriptions are relative to that climatic zone only. Thus, "cold" in a polar region does not describe the same temperature as does "cold" in a steppe region.

Table 3
Temperature: Desert

	Winter (Dec-Jan, N) (May-Jun, S)	Fall/spring/summer (Feb-Nov, N) (Jul-Apr, S)
1d100		
01-05	55° F (cold)	65° F (cool)
06-95	65° F (cool)	70-90° F (hot)
96-00	70° F (warm)	110° F (very hot)

Table 4
Temperature: Tropical Savanna

1d100	Year round
01-05	75° F (warm)
06-95	90-105° F (hot)
96-00	115° F (very hot)

Table 5
Temperature: Steppes

	Summer (Jun-Aug, N) (Dec-Feb, S)	Fall/spring (Sep-Nov/Mar-May, N) (Mar-May/Sep-Nov, S)	Winter (Dec-Feb, N) (Jun-Aug, S)
1d100			
01-05	70° F (warm)	50° F (cool)	35° F (cold)
06-95	85-95° F (hot)	60-70° F (warm)	40-45° F (chilly)
96-00	110° F (very hot)	80° F (hot)	50° F (cool)

Table 6
Temperature: Equator

1d100	Year round
01-05	60° F (unusually cool)
06-95	70-85° F (hot)
96-00	100° F (very hot)

Table 8
Temperature: Warm and Rainy

	Summer (Jun-Sep, N) (Dec-Mar, S)	Fall/spring (Oct/Mar-May, N) (Apr/Sep-Nov, S)	Winter (Nov-Feb, N) (May-Aug, S)
1d100			
01-05	60° F (cool)	40° F (cold)	10° F (very cold)
06-50	65-70° F (warm)	50° F (chilly)	25-32° F (freezing)
51-95	70-75° F (hot)	60° F (cool)	33-45° F (cold)
96-00	85° F (very hot)	65° F (very warm)	50° F (cool)

include Spain, the Mediterranean, and Iran.

Warm with dry winter

Found inland in middle latitudes (20-40° latitude), this temperate climatic zone features dry winters. These regions tend to have forests, usually coniferous. This climatic zone includes forest, hilly, and mountainous terrain. Examples of warm with dry winter climatic zones include the southern interior of China, Bolivia, and south-central Africa.

Cool and rainy

Found in the central and eastern portions of continents in high middle latitudes (40-70° latitude), this temperate climatic zone features cooler temperatures and consistent rainfall or snowfall. There is no variation in precipitation from one season to another. Generally, this region is covered with coniferous forests having evergreen trees well adapted to colder temperatures and snowfall. This zone includes broken land, forest, grassland, hilly, and mountainous terrain. Examples of cool and rainy climatic zones include most of Canada, most of the U.S.S.R., and Scandinavia.

Cool with dry winter

Found at the edges of major continents at high middle latitudes (50-70° latitude),

Table 9
Temperature: Warm With Dry Summer

	Summer (May-Sep, N) (Nov-Mar, S)	Fall/spring (Oct-Nov/Mar-Apr, N) (Apr-May/Sep-Oct, S)	Winter (Dec-Feb, N) (Jun-Aug, S)
1d100			
01-05	60° F (cool)	50° F (chilly)	10° F (very cold)
06-50	65-70° F (warm)	60° F (cool)	20-32° F (freezing)
51-95	70-85° F (hot)	65° F (warm)	35-50° F (cold)
96-00	95° F (very hot)	70° F (very warm)	60° F (warm)

Table 10
Temperature: Warm With Dry Winter

	Summer (Jun-Jul, N) (Dec-Jan, S)	Fall/spring (Aug-Oct/Mar-May, N) (Feb-Apr/Sep-Nov, S)	Winter (Nov-Feb, N) (May-Aug, S)
1d100			
01-05	70° F (warm)	50° F (cool)	32° F (frosty)
06-95	85-90° F (hot)	60-65° F (warm)	35-45° F (chilly)
96-00	110° F (very hot)	70° F (hot)	50° F (cool)

Table 11
Temperature: Cool and Rainy

	Summer (Jul-Sep, N) 1d100 (Jan-Mar, S)	Fall/spring (Oct/Mar-Jun, N) (Apr/Sep-Dec, S)	Winter (Nov-Feb, N) (May-Aug, S)
01-05	60° F (cool)	35° F (cold)	5° F (very cold)
06-50	65-70° F (warm)	40-50° F (chilly)	15-25° F (cold)
51-95	70-75° F (hot)	50-60° F (cool)	25-32° F (freezing)
96-00	85° F (very hot)	65° F (warm)	40° F (chilly)

become marshy and fill with mosses, lichens, and small flowering plants. The permafrost prevents the growth of anything larger than dwarf shrubs.

At higher latitudes (above 70° latitude), the summer season corresponds with an extremely long day, while the winter season corresponds with months of virtual darkness. During the summer, the sun is overhead for about 23 hours per day. During the winter, the sun rises above the southern horizon for only about one hour per day. The change from one extreme to another is gradual. This climatic zone includes clear, hilly, and mountainous terrain. Examples of tundra climatic zones include northern Canada, Alaska, northern U.S.S.R., and Tibet.

Table 12
Temperature: Cool With Dry Winter

	Summer (Jul-Sep, N) 1d100 (Jan-Mar, S)	Fall/spring (Oct/Mar-Jun, N) (Apr/Sep-Dec, S)	Winter (Nov-Feb, N) (May-Aug, S)
01-05	60° F (cool)	35° F (cold)	5° F (very cold)
06-50	65-70° F (warm)	40-50° F (chilly)	15-25° F (very cold)
51-95	70-75° F (hot)	50-60° F (cool)	25-32° F (freezing)
96-00	85° F (very hot)	65° F (warm)	40° F (chilly)

Polar

Found at the center of large land masses at high latitudes (above 70° latitude), this climatic zone features cold average temperatures. This region is permanently covered with snow and is almost completely devoid of plant life, with only mosses and lichens on rocks that protrude above the polar ice caps and glaciers. This climatic zone includes clear, hilly, and mountainous terrain. Examples of polar climatic zones include Greenland and Antarctica.

Prevailing winds

The direction of the prevailing winds in any area also helps determine both the type of climatic zone and the general weather conditions found there. The direction of the prevailing wind determines whether lots of warm, moist air sweeps across the ocean and drops rain on the land, whether cold air blows down from the poles, or whether hot air moves up from the equator.

On Earth, winds tend to follow general patterns, depending upon the latitude of each region. At the equator, where the sun's rays provide the most heating, air is forced upward. Trade winds blow toward the equator from about 15° latitude. Within the belt at 30-60° latitude, the prevailing winds blow toward an imaginary middle line at about 45° latitude. This pattern exists in both hemispheres.

Because the Earth rotates on its axis, the prevailing winds do not blow directly north or south. Generally, prevailing winds blow to the northwest or southeast in the southern hemisphere, and to the northeast or southwest in the northern hemisphere. Winds blowing from the direction of the equator warm a region, while winds blowing down from the poles cool a region.

Of course, the winds in any region do not always blow in these directions. Local

Table 13
Temperature: Tundra

	Summer (Jun-Jul, N) 1d100 (Dec-Jan, S)	Fall/spring (Aug-Nov/Feb-May, N) (Feb-May/Aug-Nov, S)	Winter (Dec-Jan, N) (Jun-Jul, S)
01-05	32° F (cold)	10° F (very cold)	-15° F (extremely cold)
06-50	35-40° F (chilly)	15-20° F (cold)	-5-15° F (very cold)
51-95	40-50° F (cool)	25-32° F (freezing)	15-32° F (freezing)
96-00	65° F (warm)	35° F (chilly)	35° F (cold)

Table 14
Temperature: Polar

	Summer (Jun-Jul, N) 1d100 (Dec-Jan, S)	Fall/spring (Aug-Nov/Feb-May, N) (Feb-May/Aug-Nov, S)	Winter (Dec-Jan, N) (Jun-Jul, S)
01-05	32° F (cold)	25° F (very cold)	-35° F (extremely cold)
06-50	35-40° F (chilly)	30° F (cold)	-25-0° F (very cold)
51-95	40-50° F (cool)	32° F (frosty)	0-30° F (cold)
96-00	65° F (warm)	40° F (cool)	32° F (frosty)

this temperate climatic zone features cooler temperatures combined with dry winters. Vegetation ranges from scrub to broadleaf to coniferous forest, depending upon latitude. This climatic zone includes forest, grassland, hilly, and mountainous terrain. Examples of cool with dry winter climatic zones include northeastern China and eastern U.S.S.R.

Tundra

Found at high latitudes (above 70° latitude) or in very high mountains above 50° latitude at the center of a continent, this cold climatic zone features low rainfall (or snowfall) and a short, warm summer, when the top few inches of permafrost (permanently frozen soil) thaw and vegetation flourishes briefly. Flat areas then

Table 15
Day-by-Day Precipitation¹

Climatic zone	Time of year	Daily chance of rain/snow
Desert	Year round	5%
Tropical savanna	May-Sep (rainy season)	85%
	Apr, Oct	35%
	Nov-Mar (dry season)	10%
Steppe	Jul-Sep (dry season, N); Jan-Mar (dry season, S)	5%
	Rest of year	20%
Equatorial	Mar-May	50%
	Jun-Dec	40%
	Jan-Feb	30%
Monsoon	Jun-Oct (rainy season)	90%
	Nov-May (dry season)	15%
Warm and rainy	Year round	40%
Warm with dry summer	Jun-Aug (N); Dec-Feb (S)	10%
	Rest of year	30%
Warm with dry winter	Jul-Aug (N); Jan-Feb (S)	45%
	Rest of year	15%
Cool and rainy	Year round	35%
Cool with dry winter	Jul-Sep (N); Jan-Mar (S)	35%
	Nov-Apr (N); May-Oct (S)	10%
	Rest of year	20%
Tundra/polar	Year round	10%

N: Northern hemisphere
S: Southern hemisphere
¹ 30 percentile dice rolls (1d100) per month.

Table 16
Precipitation and Wind Type

1d6	Rain/snow	Cloud type	Wind type ¹
1	Light mist ² /few flakes	A few clouds	A
2	Drizzle ² /dusting	Mostly cloudy	B
3	Steady rainfall/flurries	Gray, slightly overcast	C
4	Strong rainfall/moderate snowfall	Gray, highly overcast	D
5	Pounding rain/heavy snowfall	Dark storm clouds ³	E
6	Downpour/blizzard ⁴	Dark storm clouds ⁴	F

¹ Reference these letters on Table 17.

² 10% chance of fog if temperature is above 32° F.

³ 15% chance of electrical storm.

⁴ 20% chance of hail mixed with snow.

terrain, prevailing ocean currents, and local weather patterns all change the course of the wind slightly.

General weather patterns

Weather is made up of four variables: temperature, cloud cover, precipitation, and wind. Using the charts and tables provided in this article, you can construct a weather pattern for your own campaign world. In doing so, here are a few general guidelines to consider (remember, there

are exceptions):

1. Regions near the equator experience warmer temperatures and lack distinct seasons. The further north or south an area lies, the more distinct its seasonal variations. Extreme examples would be the icebound polar regions, the “lands of the midnight sun,” which experience drastic differences in the amount of sunlight they receive from winter to summer.

2. Rainfall is heaviest in terrains near the equator and lightest at the poles.

3. Terrain that lies inland, especially at the center of a large land mass or continent, experiences the most dramatic changes in temperature from one season to the next. Large masses of high-pressure air (associated with clear, dry weather and extreme heat or cold, depending upon the season) build up at the centers of continents where coastal winds cannot reach in to push them aside.

Coastal terrains, however, are more temperate with fewer temperature

Table 17
Wind Type

Letter¹ Die rolled

A	1d4
B	1d6
C	2d4
D	2d6
E	2d8
F	2d10

¹ Result taken from Table 16.

extremes, due in part to the cooling (or warming) effect provided by the large mass of water nearby. In summer, the ocean heats up at a slower rate than does the land, and cool sea breezes blow in. In winter, the ocean stores warmth, and warm sea breezes temper the winter. As a general rule, oceans heat up more evenly than do land masses, both because the sun's rays can penetrate water to a greater depth and because ocean currents circulate and distribute the heat from the sun. Temperate climates are also found in terrain near very large lakes over which prevailing winds blow toward the land.

4. Coastal regions experience sea breezes on summer afternoons, while the breezes blow from land to sea at night.

5. The higher the land elevation, the lower the average temperature.

6. Elevation also affects precipitation. Generally, rainfall (or snowfall) is caused when warm, moist air is cooled and reaches its dew or saturation point. Extra moisture held by the air is then dropped in the form of rain, snow, hail, or freezing rain.

Air masses experience cooling as they are forced upward, as when they travel over hilly or mountainous terrain. For this reason, mountainous or hilly coastal areas, where warm air is forced upward and cooled, experience more rainfall than areas inland. This is especially true in winter months, when warmer, moist air sweeps in from the ocean and over the colder land.

7. Areas on the lee side of mountains (the side that faces away from the coast) tend to be much drier, as they lie in what has been termed the "rain shadow." Here, air traveling back down the other side of the mountains warms up and increases its ability to hold moisture, resulting in very little rainfall. In fact, rain-shadow regions are often almost desertlike. Sometimes, however, winds blowing down over the lee side of a mountain range warm up so quickly that they are capable of melting up to 10" of snow in a few hours. These

warm, dry winds are known as "chinooks" or "foehns."

8. In wide-open, flat regions, rainfall is caused by convection (vertical air currents). As moist, sun-heated air is forced upward, dark thunderclouds form and drop rain. Often, the clouds drop hail instead because the convection currents have suddenly forced the moisture up into an area with temperatures so low that freezing occurs. The hailstones themselves can be as large as 3" across.

Alternately, these clouds might drop freezing rain during colder months. This supercooled rain is liquid as it falls, but it instantly freezes upon hitting the ground, coating everything with a layer of ice. Precipitation in these areas is more likely in the summer months, and summer storms are often accompanied by thunder and either fork lightning, which is likely to cause grass fires, or sheet lightning.

9. Occasionally, spring and summer storms may produce tornadoes. An intense thunderstorm can create between 30 and 40 tornadoes over an area several hundred miles wide. Tornadoes are funnels of rapidly rotating wind that usually occur late in the afternoon. The funnels are darkened by both moisture and dust, and reach from the storm clouds overhead down to the ground. A tornado funnel can be several hundred yards wide at its base.

When the base of a funnel touches the ground, it does great damage with winds up to several hundred miles per hour. As the funnel mouth engulfs a building, the air pressure outside the building lowers suddenly and dramatically. The building explodes outward, its windows, doors, walls, and roof being blown off. Tornadoes are accompanied by a loud roaring sound. A tornado can pick up heavy objects and carry them for several miles.

10. In lower latitudes where the prevailing winds are from offshore, storms can sometimes turn into hurricanes. Tropical coastal regions usually experience about 10 major tropical storms per year (with wind speeds of 40-70 MPH — "extremely high" winds on Table 18), of which about six reach hurricane strength. Hurricane season lasts from September through November (March through May in the southern hemisphere).

Generally speaking, a hurricane is defined as any tropical storm with wind speeds of more than 70 MPH. Peak winds in the average hurricane reach gusts of about 180 MPH. These winds can uproot large trees and knock over buildings.

Hurricanes are dangerous to ships because they can whip ocean waves up to 60' high. They can also wipe out coastal areas with a 10'-high wall of water that precedes them, smashing into and over

low coastal regions. Prior to this, coastal dwellers will be warned of the oncoming hurricane by ocean swells.

Hurricanes typically move at a rate of about 300 miles per day. When they reach land, they cause heavy rainfall that may lead to flooding. Hurricanes usually dissipate and weaken once they move over a land mass.

A hurricane, also known as a cyclone or typhoon, affects a region for about two to seven days. A tropical storm several hundred miles in diameter, the hurricane has a central vortex or "eye" of up to 300 miles in diameter, in which winds are light and the skies are clear.

Using the weather tables

If you are just setting up your campaign world and wish to establish a climate and weather system for it using this article, follow these steps:

1. Establish whether the campaign area is in the northern or southern hemisphere of the campaign world.

2. Establish what month it is by rolling 1d12 and referencing Table 1 (or by picking the month yourself). DMs should be prepared to alter the months given in this article if their campaign worlds have more or fewer months, months of uneven length, or (of course) months with different names. In most cases, merely adjusting for proportionate length should solve time problems. Months are only used as handy time units, and need not be based upon lunar cycles.

3. Establish the campaign area's terrain: broken land, desert, forest, grassland (includes clear), hills, jungle, mountains, or swamp. If a party's travels take them through a number of different types of terrain, weather may have to be worked out on a day-by-day basis.

4. Establish whether the type of terrain is inland or coastal. Here, coastal terrain is any terrain within 96 miles of ocean or within 48 miles of very large lakes.

5. Establish the latitude of the terrain (equator = 0° latitude; poles = 90° latitude). There are about 720 miles between each 10° of latitude for Earthlike worlds.

6. Consult Table 2 to find the climatic type (listed as types A-L).

7. Consult the temperature tables (Tables 3-14) for average temperatures for that month. Most temperatures fall within the average range for the month; however, there is a 5% chance that it will be unusually warm, and a 5% chance that it will be unusually cold that month. Also, make sure to note the possible temperature changes caused by nightfall, and by strong winds in cold regions.

8. Consult the day-by-day precipitation tables (Tables 15 and 16). Assuming that

Table 18
Wind Speed (Based on Beaufort Scale)

Die result ¹	Type	Speed (in MPH)	Description
1	Calm	Less than 1	Smoke rises vertically
2-3	Light air	1-3	Wind direction shown by smoke but not wind vanes
4-5	Light breeze	4-7	Wind felt on face, leaves rustle, and ordinary vanes move
6-7	Gentle breeze	8-12	Leaves and small twigs sway and banners flap
8-9	Moderate breeze	13-18	Small branches move, and dust and small branches are raised
10-11	Fresh breeze	19-24	Small trees sway and small waves form on inland waters
12-13	Strong breeze	25-31	Large branches move
14-15	Moderate gale (or near gale)	32-38	Whole trees sway and walking against wind is an inconvenience
16-17	Fresh gale (or gale)	39-46	Twigs break off trees and general progress is impeded
18	Strong gale	47-54	Slight structural damage occurs
19	Whole gale (or storm)	55-63	Trees are uprooted and considerable structural damage occurs
20 ² (1-8)	Storm (or violent storm)	64-72	Widespread damage occurs
20 (9-10) ²	Hurricane	73-136	Widespread devastation occurs

¹ Die result taken from Table 17.

² Whenever a 20 is rolled, roll 1d10 thereafter. If the result is 9-10, consider the result a hurricane.

each month has 30 days, roll percentile dice 30 times, noting how many rainy/snowy days result. Rainy/snowy days may be scattered throughout the month or may be grouped together as a period of "bad weather." If you wish to determine randomly when rainy days come, roll 1d30 to determine which days will have precipitation, ignoring any results already rolled. If almost every day of the month is rainy/snowy, roll to see which days are dry.

If you choose to group the rainy/snowy days together, roll 1d30 to see on which day of the month the bad weather begins. If this roll produces weather that doesn't "fit" within the month — for example, eight days of rain starting on the 30th (or within the time period during which characters will be traveling through that terrain) — roll again until the bad weather fits within the month, or have the bad weather end on the last day of the month and extend backward from there.

Construct a logical weather pattern —

for example, drizzle, broken clouds, and light winds on the first day or two, building to moderate rain and wind, then heavy rain and wind, then back to drizzle again (see the next paragraph). To help characters predict the weather, throw in a few cirrus (high wispy) clouds on the last sunny day to foreshadow the rain to come. Note that wind can occur without precipitation, but clear, windy days usually precede bad weather. To determine the wind strength on a random windy day, roll 1d8 and consult Table 18.

Before determining a weather pattern, consult Table 16 to see how heavy this precipitation gets (at its worst). Even though the bad weather may span several days, it may never be any more than a light drizzle or dusting of snow.

Note that certain regions will experience only one type of precipitation. In deserts (and in the dry seasons for tropical savannas and steppes), rainfall may be light or heavy, but it will usually rain for no more than one day, and not for a two- or three-day period. In equatorial or monsoon regions, the rainy season tends to produce rainfall almost every day, usually a downpour, and usually at the same time each day (late afternoon).

Now, write down the weather pattern you have produced on a chart for that particular month. Using this procedure, DMs must roll up weather for a month at a time. An even better idea, however, is to roll up weather for a year (or at least a season) at a time. This way, the weather for each month can "blend" into the next month's in a logical way.

If questions arise as to what direction the wind is blowing, consult Tables 16-19.

Final note

The effects of magic, whether cast by deities or by player characters, are not addressed herein. You can assume that local alterations of weather by PCs are so short-lived that no other consequences occur, or you can logically plot out some more serious effects if such magic is used too regularly. A city that possesses an artifact (or a large group of spell-casters) that ensures good weather may find this artificial control of nature has unpleasant side effects outside the city's limits. Use your imagination — and enjoy the weather.

Ω

Table 19
Wind Direction

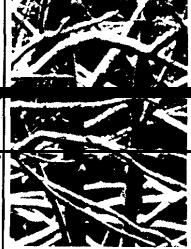
1d8 Wind blows toward:

1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest

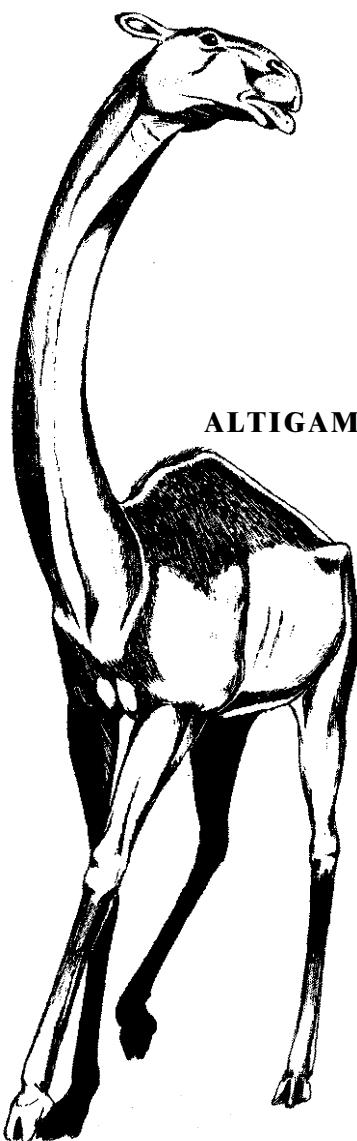
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Into the Age of Mammals



ALTICAMELUS

Illustrations by Jim Holloway

At the end of the Mesozoic era, the reptiles that had dominated the Earth disappeared in vast numbers. The pterosaurs, mosasaurs, and plesiosaurs died out, and the entire gene pool of the dinosaurs vanished. There is still no final explanation for the disaster that eliminated all but five families of reptiles from the world.

The reptiles died out quickly ("quickly" in the sense that geologic time is measured, that is). This left a sudden vacuum to be filled by the other two dominant vertebrates: birds and mammals. Of these two, the mammals proved to be more prolific and competitive, expanding into a variety of forms and families that relentlessly took over the land (regardless of how bizarre they were in appearance). Some, like whales, returned permanently to the sea, while bats took to the air as the only true flying mammal. Eventually, the small creatures that lived in the shadow of the dinosaurs gave rise to humans, who now dominate the Earth more completely than the reptiles did.

The Age of Mammals is called the Cenozoic era and is divided into seven epochs, extending from 65 million years ago to today. From earliest to latest, the epochs are the Paleocene, Eocene, Oligocene, Miocene, Pliocene, Pleistocene (Ice Age), and Holocene (Recent). The Monster Manual describes a few of the interesting creatures from the Pleistocene, like the

The Cenozoic era, from Alticamelus to Zeuglodon

mammoth and sabre-tooth tiger, but there are many other creatures that can be added to the AD&D® game from the whole Cenozoic era. Only a few such creatures, like the *hyaenodon* and the *titanothere*, have been described so far.

This article describes more of these extinct creatures. A place in a DM's AD&D game world might exist where prehistoric creatures survive, or adventurers could travel back in time to meet them. In either case, there's no harm in mixing animals from different epochs together, even if it's not exactly realistic (this was done with dinosaurs in the encounter tables in the *Dungeon Masters Guide*, page 188, and for extinct animals in "Pleistocene Conditions" on the same page). This mixing method makes encounters more varied and interesting, and it saves the trouble of having to create an encounter table for each epoch. Of course, some of these creatures might be quite common in a DM's particular campaign world to begin with (after all, this is fantasy).

Unless noted otherwise, the creatures described here are assumed to have the following statistics in common:

% IN LAIR: *Nil (free roaming)*
TREASURE TYPE: *Nil*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: *L*
PSIONIC ABILITY: *Nil*

Trampling attacks are usually made in addition to the damage done from a charging attack with a head butt or horn gore. Two separate attacks are rolled for the trampling creature's feet to strike a victim.

Experience points for killing or capturing such creatures should be relatively easy to calculate, using the guidelines provided in the *DMG*, page 85.

A few words about the names of these creatures would be of help. In many cases, the genus name of a creature is used in this article (e.g., *Deinotherium*). Genus names are often hard to pronounce as well, so DMs and players may wish to invent alternate names for some of these beasts to be used in campaign play (e.g., dagger-jawed elephant for *Deinotherium*). In some cases, the genus name serves as the creature's common name (e.g., mastodon). Slight changes in genus names also create common names (e.g., deinothere, titanothere, mastodont, zeuglodont).

Making distinctions between what a mammal looks like and what it really is can be difficult; *Deinotherium* was not a true elephant, for example, but it looked like one. Properly identifying the various

types of elephants, mammoths, mastodons, and kin can be almost impossible. The marsupial carnivore *Thylacosmilus* from South America looked very much like a sabre-tooth tiger but wasn't even related to it. Many other such cases exist. The DM should feel free to blur or ignore proper distinctions if they make no difference to the campaign.

ALTICAMELUS

FREQUENCY: *Uncommon*

NO. APPEARING: 2-8

ARMOR CLASS: 7

MOVE: 18"

HIT DICE: 5

1 bite or 1 trample

DAMAGE/ATTACK: 1-4 or 1-6/1-6

This odd-looking Miocene relative of the modern camel looked more than a little like a giraffe. *Alticamelus* had long legs and a very long neck, placing its head 10' off the ground. Like giraffes, *Alticamelus* probably lived in open forests.

AMBELODON

FREQUENCY: *Uncommon*

NO. APPEARING: 1-12

ARMOR CLASS: 6

MOVE: 12"/6"

HIT DICE: 9

NO. OF ATTACKS: 2 forefeet

DAMAGE/ATTACK: 2-12/2-12

This was a member of the mastodon family. The lower jaws of these pachyderms were elongated into a scoop 6½' long, giving them the nickname of shovel-tusked mastodons.

had a pair of short tusks (worth 100-300 gp each to adventurers). Since the proboscis was weak, the shovel clumsy, and the tusks badly placed for combat, attacked with only its front feet. *Ambelodon* lived in Miocene swamps and rivers, where vegetation was abundant. A very

Platybelodon, which had an even broader shovel jaw.

ARSINOITHERIUM

This was an Oligocene beast that looked much like a rhinoceros, except that it had two massive horns side by side on its nose. Like a rhinoceros, could charge for double damage. Low or prone opponents would be trampled for 2-12/2-12 hp damage. Treat *Arsinoitherium* 9-HD rhinoceros, as per the *Monster Manual*, except that its horns do 4-16 hp damage total.



ASTRAPOTHERIUM

FREQUENCY: *Common*

NO. APPEARING: 2-12

ARMOR CLASS: 7

MOVE: 12"

HIT DICE: 3

NO. OF ATTACKS: 1 bite

DAMAGE/ATTACK: 2-5

This was an unremarkable, rhino-sized Miocene mammal. Although it was an herbivore, this beast had two daggerlike canine teeth and was quite capable of defending itself. It had a short trunk for a nose and lived near water like a hippo.

BEAR, SHORT-FACED

FREQUENCY: *Rare*

NO. APPEARING: 1-3

ARMOR CLASS: 6

MOVE: 15"

HIT DICE: 7+7

NO. OF ATTACKS: 2 claws and 1 bite

DAMAGE/ATTACK: 1-8/1-8/1-8

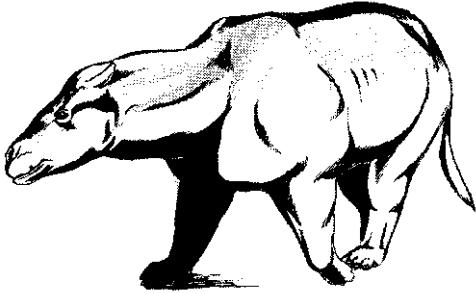
SPECIAL ATTACK: Hug for 2-12 if both

INTELLIGENCE: *Semi-*

All bears in the AD&D game rule books also lived in the late Pleistocene. Brown



CORYPHODON



and black bears roamed temperate and boreal forests, polar bears the arctic, grizzlies the plains, and cave bears the mountain valleys. Cave bears were almost totally vegetarian, despite what the *Monster Manual* says, but that did not lessen their ferocity if disturbed.

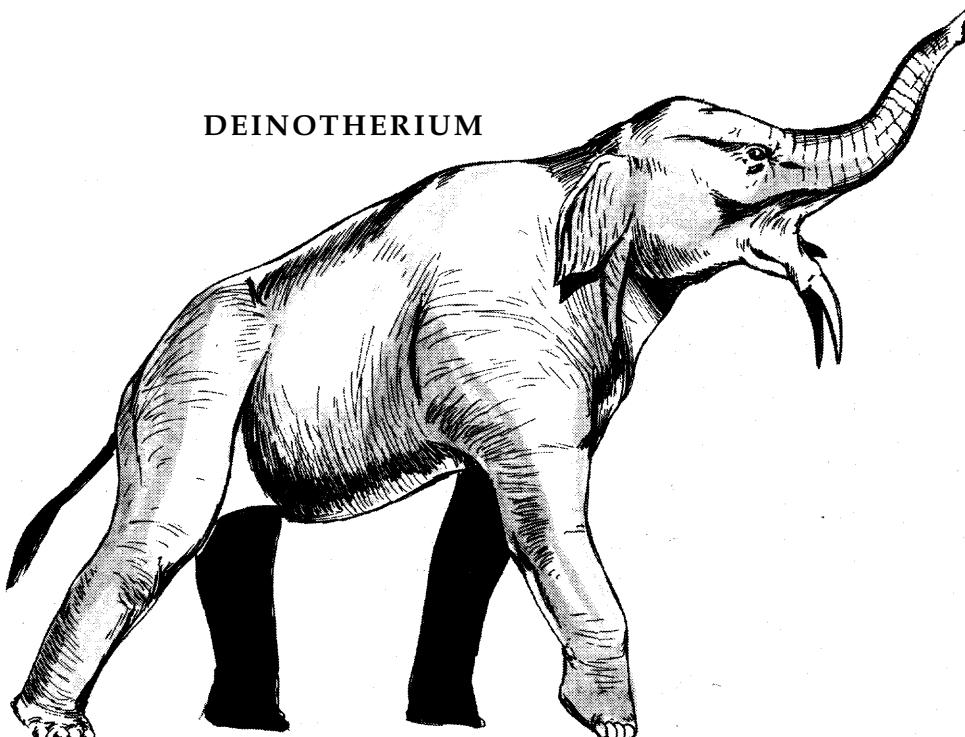
There was a little-known bear that roamed the subglacial plains of the Pleistocene: the short-faced bear, *Arctodus simus*. It stood twice a grizzly's height, mainly because of the bear's long legs, and had a short muzzle. If encountered, it fights down to -9 hp, as does a cave bear.

BISON, GIANT

FREQUENCY: Common
NO. APPEARING: 20-200
ARMOR CLASS: 7
MOVE: 15"
HIT DICE: 6
NO. OF ATTACKS: 2 horns (one per victim),
or 1 charge with trample
DAMAGE/ATTACK: 2-8/2-8, or 3-18 and
1-6/1-6
INTELLIGENCE: Semi-

These bovines were common on temperate and subglacial plains, and one type lived in forests. The normal bison (using the statistics given for them in the article, "What's for Lunch?" in this issue) would be no surprise to adventurers, but the giant bison of the Pleistocene was larger and had a horn spread of 7-10'. Both species charge as do bulls, requiring 30' to attack a foe in this manner.

DEINOTHERIUM



CAT, SABRE-TOOTH

Despite the common name, sabre-tooth cats and their kin were not tigers or any other kind of feline cat; they were a branch of cats separate from modern felines. Sabre-tooth cats existed in many sizes; *Smilodon* was merely the largest. Included here is *Thylacosmilus*, a marsupial predator that looked almost exactly like a sabre-tooth cat. Those sabre-tooth cats smaller than *Smilodon* can be treated as the appropriately sized feline cat, except for bite damage. All sabre-tooth cats have a +2 bonus to hit with their fangs. Bite damage is adjusted as follows:

Cat size	Bite damage
Tiger/lion	2-11
Jaguar (and <i>Thylacosmilus</i>)	2-9
Leopard	2-8

CATTLE (Auroch)

FREQUENCY: Common
NO. APPEARING: 2-5
ARMOR CLASS: 6
MOVE: 15"
HIT DICE: 6
NO. OF ATTACKS: 2 horns, or 1 charge
with trample
DAMAGE/ATTACK: 1-6/1-6, or 3-18 and
1-6/1-6
INTELLIGENCE: Semi-

Aurochs are slightly larger and tougher versions of the wild cattle found in the *Monster Manual*. Aurochs in the real world have only recently become extinct (in the 17th century in Europe), once living in temperate forests and meadows. Aurochs may be domesticated by farmers in some campaigns. Some bulls measured 7' high at the shoulder, and aurochs in general were much more fierce and agile than normal cattle. For game purposes, treat auroch cows as buffalo and young adults as normal cattle. The statistics given are for auroch males.

CORYPHODON

This was a pig-sized Eocene herbivore which had long molar fangs. For game purposes, treat *Coryphodon* as a wild boar with one attack for 2-7 damage and no ability to fight at negative hit points.

DEINOTHERIUM

FREQUENCY: Rare
NO. APPEARING: 1-8
ARMOR CLASS: 6

MOVE: 15"
HIT DICE: 10
NO. OF ATTACKS: 2 tusk and 2 forefeet
DAMAGE/ATTACK: 3-12/3-12/4-16/4-16

This Miocene creature was a distant relative of the elephant. *Deinotherium* had a short proboscis, short downward-curving tusks, small ears, and a sloping back. It is a more likely relative of the oliphant (*Monster Manual II*) than the mastodon in AD&D game worlds. *Deinotherium* attacked with its tusks and forefeet, the trunk being too small for combat. The tusks are worth 100-400 gp each.

ELASMOTHERIUM

Elasmotherium was a large, shaggy Pleistocene rhinoceros with a huge horn on its forehead instead of on its nose. Treat this mammal as the one-horned rhinoceros described in the *Monster Manual*, doing +2 hp damage with its 6' horn.

FLIGHTLESS BIRD, GIANT

This classification includes *Phororhacos* (*Monster Manual II*, page 54), *Diptyrra*, *Aepyornis*, and *Dinornis* (the New Zealand Moa). These birds lived from the Eocene to Recent epochs, usually in isolated areas because they did not compete well with mammalian predators. These birds ranged in size from 7-10' tall (roll 1d4 + 6 for height). Treat those 7-8' tall as the axe beak in the *Monster Manual* or the club-nek in the FIEND FOLIO® tome, and those 9-10' tall as *Phororhacos*. However, *Phororhacos* was an exceptional bird with a huge head and a powerful beak; the other birds in this category were much less combative. While *Phororhacos* and *Diptyrra* were definitely carnivores, the others were most likely omnivores, mixing plant food with small animals.

GIGANTOPITHECUS

FREQUENCY: Rare
NO. APPEARING: 2-8
ARMOR CLASS: 6
MOVE: 12"
HIT DICE: 6 + 6
NO. OF ATTACKS: 2 fists and 1 bite
DAMAGE/ATTACK: 1-6/1-6/2-8
SPECIAL ATTACKS: Rending if both fists hit victim
INTELLIGENCE: Low

This huge Pleistocene ape is known only from a few scattered bones. *Gigantopithecus* is believed to have been taller than a gorilla (up to 8' high) and probably had similar habits. Like modern apes, it proba-

bly roamed forested areas in small family bands. Primarily feeding on plants, *Gigantopithecus* probably ate whatever small creatures it could catch. Though probably shy and peaceful, this huge ape could bite and strike furiously if disturbed. If both hands hit, this ape also rends for 1-10 hp damage.

GLYPTODON

FREQUENCY: Rare
NO. APPEARING: 1-4
ARMOR CLASS: 2
MOVE: 6"
HIT DICE: 7
NO. OF ATTACKS: 1 tail strike
DAMAGE/ATTACK: 3-12
SPECIAL ATTACKS: Stun for 1-3 rounds on a natural roll of 20

This 9'-long Pleistocene ground sloth was similar in shape to an armadillo, although it was very large and had a long tail. The end of the tail had a heavy ball set with spikes, much like the head of a morning star. In addition, this beast's body was heavily armored with a shell like a turtle's. A peaceful herbivore, *Glyptodon* was still dangerous to provoke.

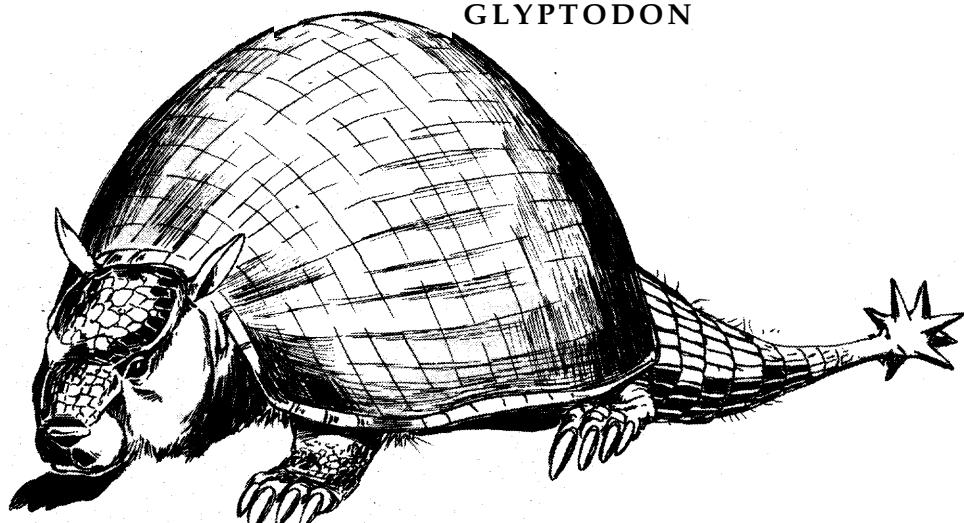
HORSE

A time-traveling cavalier will be disappointed by the Pleistocene horse ancestral to our own: the tarpan. As it was only the size of a pony, it is treated as such for game purposes. However, that cavalier would undoubtedly be delighted with the giant Pleistocene horse *Equus giganteus*, which was larger than any draft horse today. If the cavalier could capture a colt, take it to his own time period, and train it, he would have the most awesome warhorse around. Treat *Equus giganteus* as

GIGANTOPITHECUS

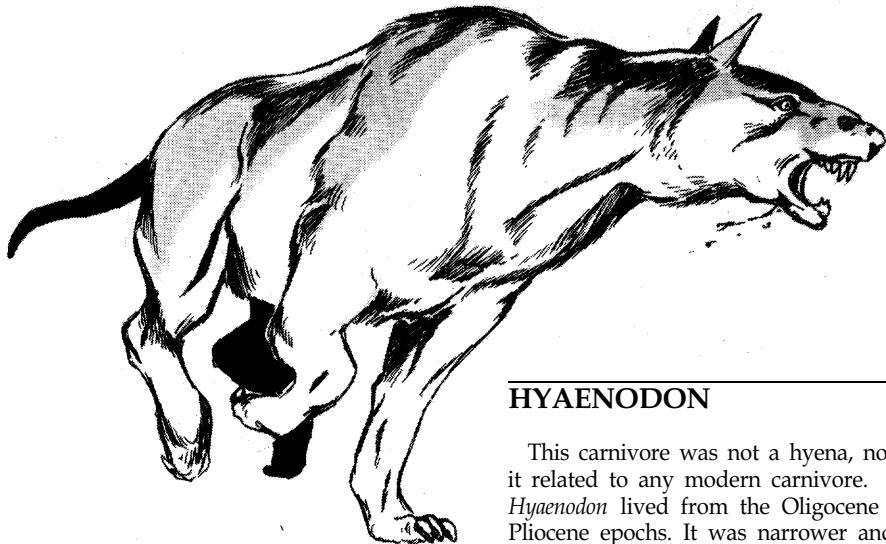


GLYPTODON



the draft horse in the *Monster Manual*, but with 4 HD. If trained as a warhorse, this horse's hooves do 1-10/1-10 hp damage. As a pack animal, it can carry 6,000/8,500 gp encumbrance.

HYAENODON



HYAENODON

This carnivore was not a hyena, nor was it related to any modern carnivore. *Hyaenodon* lived from the Oligocene to Pliocene epochs. It was narrower and much less bulky than a true hyena and had a more rodentlike appearance. *Hyaenodon* split off very early from the true carnivore family and went down a different evolutionary path; it was a member of the creodont family, an early type of carnivorous mammal.

Gigantic hyenas did exist in the Pleistocene, standing over 3' high at the shoulder and as massive as lions today. The statistics for the *Hyaenodon* are suitable, though a giant hyena's bite does 1-10 hp damage.

LION, CAVE (Spotted)

Larger than the modern lion, *Felis atrox* resembled them in appearance and habits. In all probability, lionesses did the bulk of the hunting for the pride. Lions can set up elaborate hunts, sending part of the pride to drive prey into an ambush with the rest of the lions. This would shock PCs trying to avoid contact with the big cats.

MACRAUCHENIA

FREQUENCY: *Rare*
NO. APPEARING: 2-12
ARMOR CLASS: 6
MOVE: 14"
NO. OF ATTACKS: 2 *forefeet*
DAMAGE/ATTACK: 2-8/2-8

This Pleistocene creature looked like a shaggy, elephant-nosed camel. It had a long neck with thick limbs, and it browsed

on leaves from trees and bushes. Generally inoffensive, this creature could be dangerous if provoked.

MAMMOTH

These famous elephants lived in a variety of climates ranging from the cold sub-glacial plains to warm temperate areas. They also came in a variety of sizes. The wooly mammoth, dweller of the cold plains, was about the same size as the Indian elephant. The Columbian mammoth roamed in temperate areas and was a little larger than the African elephant. The imperial mammoth, from warm temperate regions, was the largest of all. Treat the imperial mammoth as a normal mammoth, but with 14 HD and trampling damage of 2-16/2-16 hp.

MAN, NEANDERTHAL

Even after decades of study, the status of Neanderthal man is unclear. He may have been an ancestor, a contemporary, or both to modern men. The popular version of Neanderthal man is a hulking, bow-legged and beetle-browed human with a receding forehead. This form was probably an aberrant type found only in western Europe. Skeletons found elsewhere are far less brutal looking and are quite similar to modern humans. In any case, the type discussed here is the west European Neanderthal man.

Neanderthal men in AD&D games live in small clans of 11-30 members, of which 30% are adult men (round up), 50% are women, and the remainder are children. The men are very strong (+1 to strength rolls, with 18/00 as the maximum and 13 as the minimum. All men in the clan are barbarian fighters. Women are always 1st-level fighters, with 6-9 hit points. One man in each clan will have druidic abilities of levels 1-4.

Neanderthal men make excellent stone tools and weapons. Weapons used include the spear, club, knife, hand axe, and sling. All men carry spears, but these are hand weapons only. The sling can only be used at its short and medium ranges, since the arm structure of Neanderthal man limits the forward swing.

Although the men are barbarian fighters, they lack many of the following abilities given in *Unearthed Arcana*: 15" movement rate (they have a 12" maximum instead), leaping and springing, detection of illusion and magic, all tertiary skills except snare building, and summon barbarian horde. The native terrain of Neanderthals includes hills, mountains, or forests. Neanderthal men are as clever and

devious as normal tribesmen and other humans.

MASTODON

Another relative of the elephant, mastodons came in a variety of shapes and sizes, including *Ambelodon* (mentioned earlier). Mastodons appeared in extreme abundance in the Cenozoic era. Although shorter than elephants, mastodons were much heavier in build and so have more hit dice.

MOROPUS

FREQUENCY: *Uncommon*
NO. APPEARING: 1-8
ARMOR CLASS: 7
MOVE: 15"
HIT DICE: 4 + 1
NO. OF ATTACKS: 2 claws and 1 bite
DAMAGE/ATTACK: 2-5/2-5/1-3

This was another bizarre-looking animal of the Miocene. *Moropus* looked vaguely like a horse with short ears, and was about the same size but with a downward-sloping back. It was a herbivore but had short heavy claws which it used in digging and defense, as well as for pulling down tree limbs for feeding.

M U S K - O X

These oxlike animals with short curved horns are famous for their phalanx defense. When threatened, the adults gather in a shoulder circle facing outward, with the young in the center. If an enemy comes too close (usually 15' or so), 2-5 adults charge the interloper and trample it. There were several species of musk-oxen in the Pleistocene, some larger than others (up to 4 + 5 HD). They generally stood 4½' high at the shoulder. Game statistics on musk-oxen are found in the article "What's for Lunch?" in this issue.

PROTOCERATID

These deerlike animals were noted for their multiplicity of horns. *Protoceras* of the Oligocene had six spike horns: two on the nose, two above the eyes, and two back of the ears. *Syndyoceras* of the Miocene had four spike horns: two on the nose and two above the eyes. *Synthetoceras*, the oddest of all, had two spike horns above the eyes and one long Y-shaped horn on the nose. Treat all these creatures as stags, except that each may make two separate horn attacks. The damage done is as follows:

Protoceratid	Damage
<i>Protoceras</i>	2-5/2-5
<i>Syndyoceras</i>	14/1-4
<i>Synthetoceras</i>	2-5/1-6

RHINOCEROS

There was a great variety of these animals in the Cenozoic, *Baluchitherium* (from the *Monster Manual*) being the largest. The wooly rhinoceros was a famous resident of the subglacial plains. One- and two-horned rhinos were common throughout Pliocene to Recent times.

There were several Oligocene-Pleistocene species of rhinoceros without horns. Treat these as normal rhinos, but they can only trample for 2-8/2-8 hp damage. Their charges do only 2-12 hp damage from the ramming. Only 25% of these species prefer to bite, doing 2-8 hp damage. The hornless rhinoceros category can also include unrelated creatures of similar form, like the shaggy, "hippo-bear" *Toxodon* and the giant tapir.

PROTOCERATID



SIVATHERIUM

FREQUENCY: *Rare*
NO. APPEARING: 2-8
ARMOR CLASS: 6
MOVE: 18"
HIT DICE: 4 + 1
NO. OF ATTACKS: 1 head butt or 2 hooves
DAMAGE/ATTACK: 1-8 or 1-8/1-8

This Pleistocene animal was a relative of the giraffe and looked much like a huge modern moose. It had two short, bony horns above its eyes and two huge antlers spreading from the top of its skull. This creature roamed Africa and Asia, browsing in forested areas. *Sivatherium* may make either one head-butt attack or two hoof attacks.

SLOTH, GROUND

FREQUENCY: *Uncommon*
NO. APPEARING: 1-3
ARMOR CLASS: 6
MOVE: 9"
HIT DICE: 10 (8)
NO. OF ATTACKS: 2 claws
DAMAGE/ATTACK: 2-12/2-12 (2-8/2-8)

These massive creatures lived in the Pleistocene and even survived into Recent times. Although herbivorous, ground sloths were armed with huge claws. *Megatherium* was the largest such creature (its statistics are given above), but the red-haired *Mylodon* was the longest surviving one, being hunted by tribesmen in

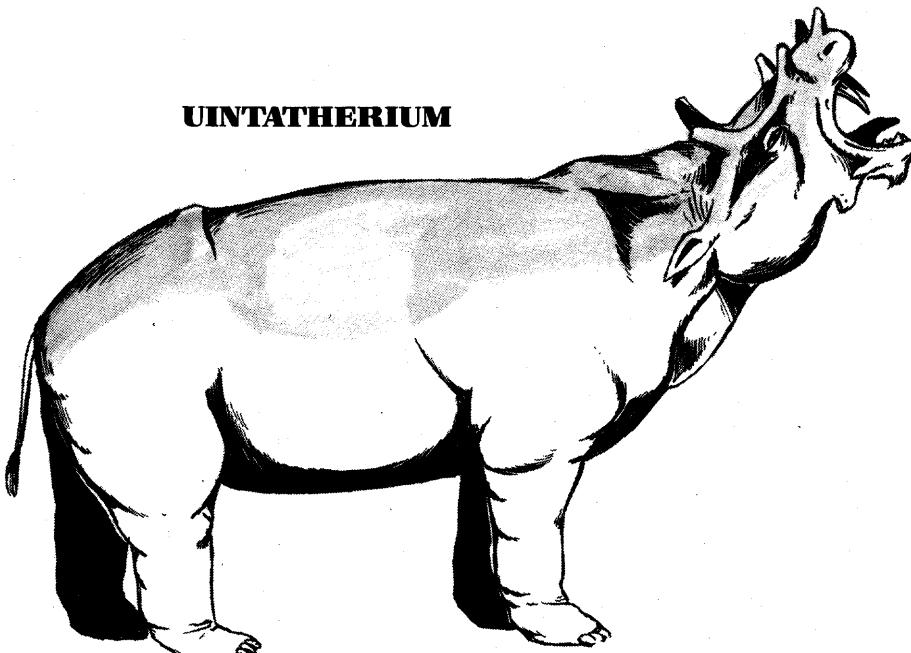
SLOTH, GROUND



TITANOTHERE

Titanotheres were part of a lengthy line of creatures that died out in the Oligocene. As they evolved, the titanotheres grew steadily larger. *Brontothereum* was the largest and the last; this is the titanothere described in the *Monster Manual*. Earlier titanotheres can be treated as hornless rhinoceroses.

UINTATHERIUM



South America (its statistics are in parentheses above). Ground sloths feed heavily on trees and shrubs, moving constantly (if slowly) in search of food. Undoubtedly, cave men found them to be easy prey. *Megatherium* was almost 20' long and weighed three tons.

UINTATHERIUM

FREQUENCY: *Uncommon*
NO. APPEARING: 1-8
ARMOR CLASS: 6
MOVE: 15"
HIT DICE: 9
NO. OF ATTACKS: 1 bite, or 1 charge with trample
DAMAGE/ATTACK: 2-8, or 2-16 and 2-8/2-8

This bizarre Eocene animal was the size of a large rhinoceros and was herbivorous, but had large molar fangs. (As a side note, many herbivores of the early Cenozoic had fangs.) Six small, knobby horns appeared on its head. *Uintatherium* attacked with its fangs and forefeet. It could charge like a rhinoceros.

ZEUGLODON

This was a primitive Eocene whale (now renamed *Basilosaurus*), around 60' long. Compared to modern whales, *Zeuglodon* had a narrow body, small head, and large teeth. Treat *Zeuglodon* as a toothed whale of 21-30 HD, as described in the *Monster Manual*.

An Ice Age setting

The map shown here is a rough drawing of part of a continent on a fantasy world undergoing an Ice Age like our Pleistocene. This continent could either be placed in the campaign world or used as a setting for time-traveling adventurers.

The glacier itself is a nearly lifeless region. The top is shifting, unstable, and lined with deep crevasses. The most common creatures here are white puddings, which consume the ice itself. There are scattered lairs of remorhaz, ice trolls, and white dragons in the more stable areas.

The tundra below the glacier is a very fertile area, with abundant water and lush, green grass. Bitter winds continually blow across the range. There are vast herds of grazing animals here: mammoths, bison, horses, caribou, and musk-oxen. Many of these animals have heavy coats of hair and thick layers of fat. Naturally, the larger predators are here, too: *Smilodon*, cave lions, various bears, and dire wolves. Hunting parties of humans may be found anywhere on the tundra, although they tend to make their homes close to the western hills. Bugbears are common, since their long hair protects them from the chill winds. The tundra is miserably wet and marshy in summer.

The coniferous taiga forest lies in a broad belt south of the tundra. The fringe areas between tundra, forest, and hills hold the greatest variety of wildlife. Hunt-

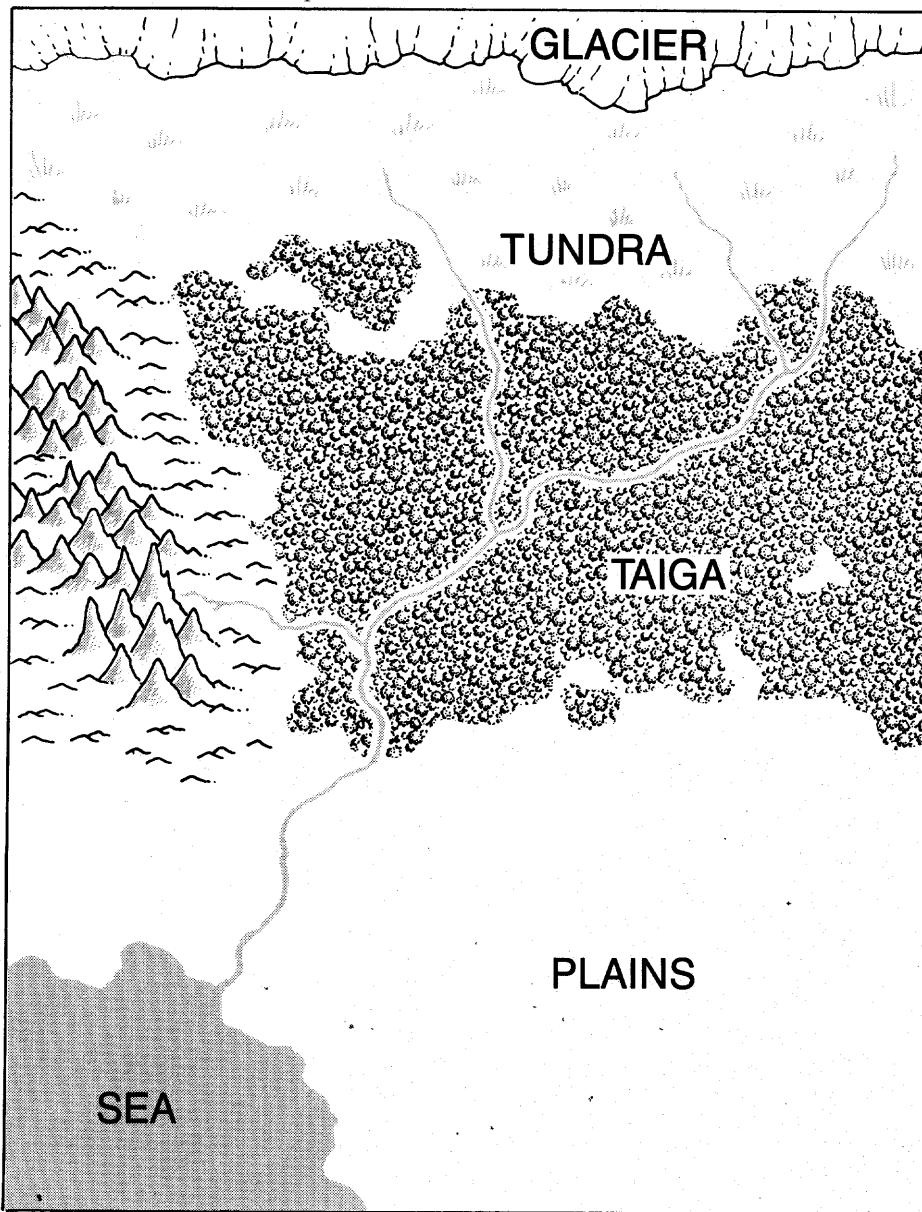
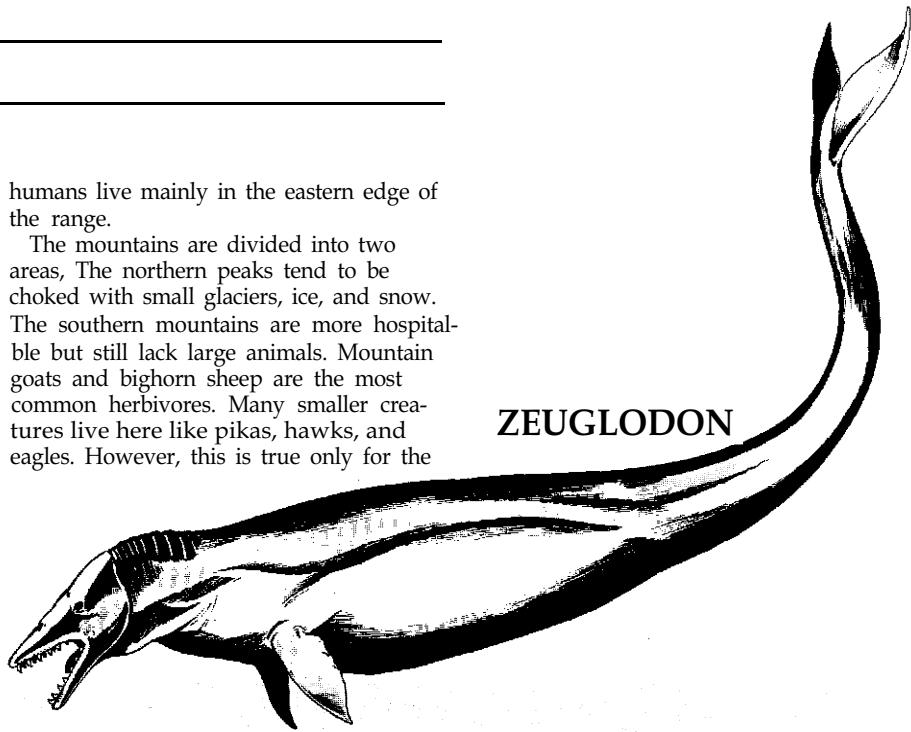
ing parties of humans, Neanderthals, and all types of humanoids will be found in the fringes, hunting ground sloths, forest caribou, forest bison, forest horses, and Irish deer. Many intelligent creatures make their homes in the fringe areas. Deep in the forest, elves have the land to themselves. Deer are very common here, and predators tend to be small or medium in size (like the wolverine, black bear, wolf, and cougar).

The hills to the west are rugged and pockmarked with caves. Although the larger herbivores do not make much use of the hills, there are deer, sheep, and goats in abundance. The huge cave bear lives here, as do the cave lion, cave hyena, and dire wolf. Many intelligent creatures live here too, including Neanderthals, gnomes, halflings, orcs, and the goblin races. In the face of this competition,

humans live mainly in the eastern edge of the range.

The mountains are divided into two areas. The northern peaks tend to be choked with small glaciers, ice, and snow. The southern mountains are more hospitable but still lack large animals. Mountain goats and bighorn sheep are the most common herbivores. Many smaller creatures live here like pikas, hawks, and eagles. However, this is true only for the

ZEUGLodon



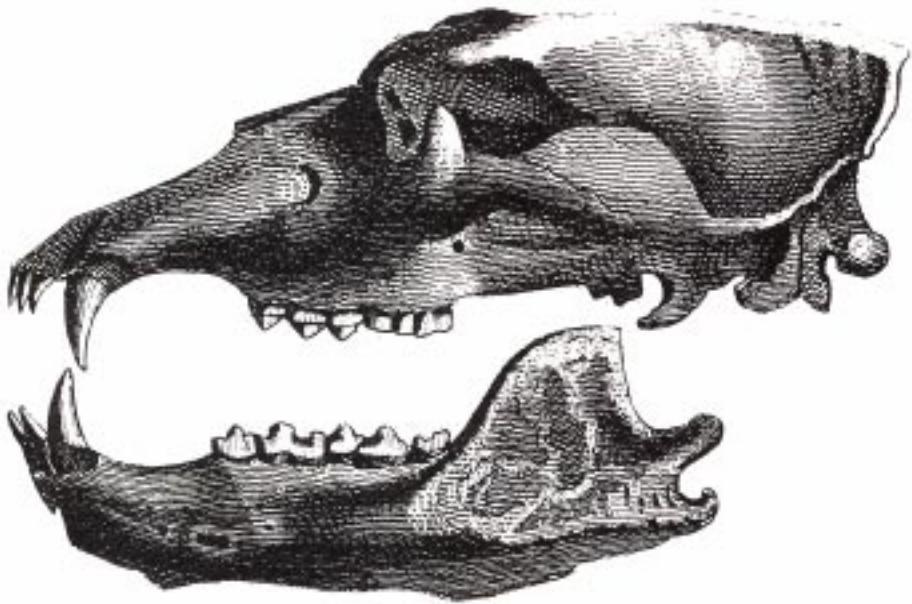


Table 1
Animals of the Pleistocene from the
AD&D® game

Ape, gorilla	Lion (all)
Baboon	Otter
Badger	Owl
Bat	Porcupine, giant
Beaver, giant	Ram, giant
Boar (all)	Rat
Buffalo	Rat, giant
Camel, wild	Raven
Cat, wild	Rhinoceros (all)
Cheetah	Skunk
Crocodile	Snake
Dog, wild	Spider, large
Eagle	Squirrel
Elephant (all)	Stag
Falcon/hawk	Stag, giant
Flightless bird	Swan
Goat, giant	Tiger
Herd animal	Vulture
Hippopotamus	Vulture, giant
Hyena	Wolf
Irish deer	Wolf, dire
Jackal	Wolverine
Leopard	Weasel

upper reaches. The lower slopes are covered with conifers, and the wildlife is similar to that of the taiga. Only a few intelligent creatures live here, including aarakocra, dwarves, and taer.

South of the taiga, the land breaks up into hills and vast temperate plains. These plains have a variety of wildlife similar to that of the tundra, except that the caribou and musk-ox are absent. Bison are the most common herd animals. Several types of antelope will be seen. There are some unusual creatures here, like the giant vulture (*Teratornis*) and the giant horse.

Table 2
Encounter Table: Glacier

1d20 Result

1-2	Dragon, white
3-13	Pudding, white
14	Remorhaz
15-17	Toad, ice
18-20	Troll, ice

Table 3
Encounter Table: Mountains

1d20 Result

1	Aarakocra
2-3	Bear, cave
4	Dwarf, mountain
5-6	Eagle
7-9	Falcon/hawk
10-12	Goat, giant
13-14	Lion, mountain
15-17	Ram, giant
18-19	Raven
20	Taer

Table 4
Encounter Table: Swamp

1d20 Result

1-2	Ambelodon
3-4	Cat, wild
5-7	Irish deer
8-9	Lion, mountain
10-11	Mastodon
12	Men, tribesmen
13-14	Rhino, hornless (tapir)
15-16	Snake, poisonous
17-19	Stag, giant (moose)
20	Troll

Predators include sabre-tooth cats, wolves, and grizzlies. Again, the fringe areas between hills, forest, and plains are often roamed by hunting parties of intelligent creatures, since the greatest amount of wildlife will be found there. Humans live in many areas on the plains, but most are near the hills or along the river. The smaller demi-humans live in the hills, competing for food and living space with the various humanoids there.

The rivers look unappealing, as they are cloudy with silt and oxygen. They are nevertheless very important sources of food. Salmon, trout, and huge sturgeons thrive in the waters. Likewise, the sea is not unusual, although there is no civilized sea traffic. Great numbers of whales and seals can be seen. Many human villages are found on the ocean shores.

Using these notes as guidelines, the DM should be able to create an interesting AD&D game Ice Age setting. The setting could be extended to subtropical and

Table 5
Encounter Table: Tundra

1d20 Result

1	Bear, brown
2	Bear, short-faced
3-4	Bison
5-6	Bison, giant
7	Bugbear
8	Horse, tarpan
9	Lion, cave
10	Mammoth, wooly
11	Mastodon
12	Men, tribesmen
13	Musk-ox
14	Rhino, wooly
15-17	Stag (caribou)
18	Wolf
19	Wolf, dire
20	Wolverine

Table 7
Encounter Table: Hills

1d20 Result

1	Bear, cave
2	Gnome
3	Goat
4	Goblin
5	Halfling
6	Hobgoblin
7	Hyena
8	Lion, cave
9	Men, Neanderthal
10	Men, tribesmen
11	Ogre
12	Orc
13	Ram
14	Sabre-tooth leopard
15	Sabre-tooth lion
16	<i>Smilodon</i>
17-18	Stag
19	Wolf
20	Wolf, dire

Table 6
Encounter Table: Taiga Forest

1d100 Result

1-4	Bear, black
5-8	Bear, brown
9-12	Bear, grizzly
13-16	Beaver, giant
17-22	Bison
23-26	Elf, grugach
27-30	Ground sloth (<i>Mylodon</i>)
31-35	Horse, tarpan
36-41	Irish deer
42-45	Lion, mountain
46-49	Mammoth, wooly
50-53	Mastodon
54-57	Men, Neanderthal
58-61	Men, tribesmen
62-65	Musk-ox
66-69	Porcupine, giant
70-73	Sabre-tooth leopard
74-78	Stag (caribou, wapiti)
79-83	Stag, giant (moose)
84-88	Tiger
89-92	Wolf
93-96	Wolf, dire
97-00	Wolverine

tropical lands without difficulty. These regions had much the same wildlife as in recent times, although there were several added species like glyptodonts, sivatheres, and hornless rhinoceroses. For an excellent background on adventuring peoples in the Ice Age, see "Thrills and Chills," from DRAGON® issue #68 and reprinted in the Best of DRAGON Magazine Anthology, vol. V.

Other extinct mammals

In addition to the creatures described in this article, many animals from the *Monster Manuals* existed in the late Pleistocene. Obviously, specially bred animals

(like mules and war horses) were not around. Those creature alive during the Pleistocene are listed in Table 1. Some are detailed below.

Beaver, giant. This creature had only animal-level intelligence.

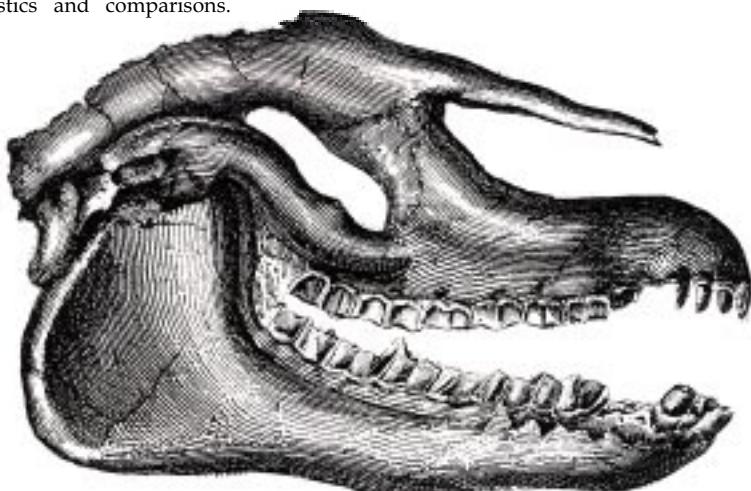
Goat, giant. This includes large wild goats like the ibex.

Ram, giant. This includes large wild sheep like the bighorn and Marco Polo sheep.

Stag. This includes caribou, wapiti, and red deer.

Stag, giant. This includes moose.

Other extinct creatures, like creodonts and tilledonts, are either little known (i.e., little fossil evidence of them has been found) or are comparable to other animals. For example, creodonts could be treated as weasels, giant weasels, or dogs. DMs who are interested in these creatures can read about them and make their own statistics and comparisons.



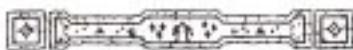
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Table 8
Encounter Table: Temperate Forest

1d100 Result

1-4	<i>Baluchitherium</i>
5-8	Bear, black
9-12	Boar, wild
13-17	Cattle, auroch
18-21	<i>Deinotherium</i>
22-25	Elf, wood
26-29	Ground sloth (<i>Megatherium</i>)
30-33	Horse, tarpan
34-37	Lion, mountain
38-41	Mammoth, Columbian
42-44	Men, tribesmen
45-48	Owl
49-52	Porcupine, giant
53-56	<i>Protoceras</i>
57-60	Rhino, hornless
61-64	Rhino, one-horned
65-68	Sabre-tooth leopard
69-74	Stag
75-78	Stag, giant
79-81	<i>Syndyoceras</i>
82-85	<i>Synthetoceras</i>
86-89	Tiger
90-93	<i>Uintatherium</i>
94-00	Wolf

Table 10
Encounter Table: Savannah

1d100 Result

1-4	<i>Alticamelus</i>
5-8	Baboon
9-12	Boar, giant
13-16	<i>Brontotherium</i>
17-20	Buffalo
21-24	Cheetah
25-28	Dog, wild
29-32	Elephant
33-36	Flightless bird
37-40	Ground sloth (<i>Mylodon</i>)
41-44	<i>Glyptodon</i>
45-48	Gnolls
49-52	Herd animal
53-56	Hyena
57-60	Jackal
61-64	Leopard
65-68	Lion
69-72	<i>Macrauchenia</i>
73-76	Men, tribesmen
77-80	<i>Moropus</i>
81-84	Rhino, hornless
85-88	Rhino, one-horned
89-92	Rhino, two-horned
93-96	<i>Sivatherium</i>
97-00	Vulture, giant

Table 9
Encounter Table: Temperate Plains

1d100 Result

1-3	<i>Arsinoitherium</i>
4-6	<i>Astrapotherium</i>
7-9	<i>Baluchitherium</i>
10-12	Bear, grizzly
13-16	Bison
17-20	Cattle, auroch
21-23	<i>Coryphodon</i>
24-26	<i>Elasmotherium</i>
27-29	Flightless bird, giant
30-32	Gnolls
33-36	Herd animal
37-39	Horse, giant
40-42	Horse, tarpan
43-45	Hyena
46-48	<i>Hyaenodon</i>
49-51	Lion
52-54	Lion, cave
55-57	<i>Macrauchenia</i>
58-60	Mammoth, Columbian
61-63	Mammoth, Imperial
64-66	Men, tribesmen
67-69	Rhino, hornless
70-72	Rhino, one-horned
73-75	Rhino, two-horned
76-78	Sabre-tooth jaguar
79-81	Sabre-tooth leopard
82-84	Sabre-tooth lion
85-87	<i>Smilodon</i>
88-91	Stag
92-94	<i>Uintatherium</i>
95-97	Vulture, giant
98-00	Wolf

Table 11
Encounter Table: Rain Forest

1d20 Result

1	Ape, gorilla
2-3	Boar, warthog
4	<i>Gigantopithecus</i>
5	Ground sloth (<i>Mylodon</i>)
6	<i>Glyptodon</i>
7-9	Herd animal
10	Jaguar
11	Leopard
12	Men, tribesmen
13	Rat, giant
14	Rhino, hornless
15	Rhino, one-horned
16	<i>Sivatherium</i>
17	Snake, constrictor
18	Snake, poisonous
19	Spider, large
20	Tiger



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The Fairest Of the Fairs



Fairs and festivals for fantasy game campaigns

Are the characters in your campaign tired of wandering in the wilderness, going from one mountain fastness to another, slogging through swamp after swamp to locate and loot far-flung tombs and the like? Don't you think they'd like a little R&R in a nice town where they could rub elbows with humanity instead of bugbears for a change? No, don't just give them another tavern in which to get drunk, start fights, and flirt with the semi-attractive innkeeper's daughter. Give them the news about the big festival being held in honor of the king's birthday. It's a great place to meet people and have a good time, and maybe even find a little adventure. Of course, thieves would find something to occupy their time.

Too much of an adventurer's life is spent in the arduous task of battling evil monsters and traversing difficult terrain to obtain treasure. Fairs and festivals can offer welcome campaign relief. These celebrations are often incredibly old, marking the times of harvests, seasonal changes, and other events important to a culture. Despite local differences, most such celebrations have a great deal in common. They usually provide booths or tents where food and drink may be purchased, and many have a variety of entertainment ranging from jugglers and puppeteers to formal jousting events. Vendors customarily set up tents to hawk a host of wares (particularly during religious celebrations, where pilgrims may purchase holy keepsakes and souvenirs). Still others may bring exotic beasts from faraway lands to amaze the fairgoers. Games of chance or skill are also favorite stops for the local populace during these affairs, often drawing larger crowds than any tents except the beer tents (which are usually near the casino tents).

Though festivals vary widely across regions, they fall into a few general cate-

gories. Some of the more common types are described as follows.

Religious festivals

Perhaps the most regularly occurring festivals in AD&D® game worlds, religious festivals mark the holy days of local faiths and commemorate great events in the histories of religions. These festivals are usually sponsored and controlled by local monasteries or churchs. Religious festivals are usually more constrained in their revelry (with the notable exception of faiths such as those centered around Aphrodite, Pan, and Dionysus). Such things as processional marches, public invocations, and the like are planned far in advance and occur at precise times during the celebrations to provide continuity.

During such times, unbelievers are most at risk of being noticed, as they may be obviously unfamiliar with local or religious customs. While this is not a problem most of the time, certain strict or zealous faiths may react negatively to the presence of outsiders, leading at worst to a spontaneous riot and execution if the party has not done its research properly before deciding to attend. These festivals are beneficial to clerics, who may gain the opportunity to meet with elders of their churches or to participate in required holy rites, thereby fulfilling the requirements of their faiths. (For example, at some time in his life, a follower of Islam must make a pilgrimage to Mecca before becoming wholly Muslim. Fulfilling this duty even bestows an honorific title – *hajji* – that the-faithful Muslim must be called thereafter.)

In addition, clerics of other religions may attempt to convert locals to their religions during such celebrations, placing these clerics on more favorable terms with their deities since the acquisition of new worshipers from the midst of another deity's followers is a dangerous practice. Unless performed with great caution, such clerics run the serious risk of offending the opposing deity and his minions. This could easily bring charges of sedition or blasphemy, neither of which is a healthy state of affairs for the offenders.

A less-frequent religious holiday often takes place during the ceremonial endowment or coronation of a religious leader. Except for the official and highly ritualized coronation, these affairs are less orchestrated and tend toward a more festive vein – similar to our Mardi Gras festival. These religious fairs allow easier mingling, giving the PCs more freedom to interact with the other celebrants (and more opportunities to get into trouble). During such times, even royalty occasionally makes an appearance, prompting many occasions for the PCs to gather important information or acquire the favor and possible support of a local lord who may aid them in a particular quest. Assassins have many obvious options under such circumstances (as do thieves), so it is prudent to encour-

age good behavior among PCs (or provide for an airtight alibi).

Royal festivals

Unlike religious festivals, royal festivals are more random in their occurrences and temperaments. Much depends on local heads of state as to the frequency, duration, purpose, and content of these festivities, causing considerable variation as a result. Most typical are celebrations of royal birthdays or marriages, which have the advantages of annual recurrences in the former case and considerable advance notice in the latter. Fortunately, these festivals lend themselves to advance planning, and many can be attended by adventurers over the course of time.

Royal festivals are merry occasions, most being marked with certain (affordable) extravagances being showered on the local populace in the form of food, drink, and entertainment. Even the king himself and members of the royal family can often be glimpsed as they move about the festivities. Significant numbers of soldiers and other law-enforcement officials are always present to insure domestic peace, but as a general rule, these peacekeepers seldom interfere in the goings-on unless provoked by either the behavior or demeanor of the offenders. The most typical punishment consists of subjecting the offenders to some form of public humiliation.

At the opposite end of the spectrum are the celebrations of royal coronations, births, and deaths. These festivals (or funerals) are difficult to predict or plan for, making them chance occurrences on the part of traveling adventurers. Each individual celebration is unique, depending on the locale, religion, etc.; of the ruling house; thus, few generalizations can be made concerning their styles and durations. While royal coronations and funerals attract powerful and influential men from surrounding territories, the manner of each is strikingly different (and potentially explosive if the succession is contested). PCs finding themselves in such situations may well become embroiled in some court intrigue and should always be wary of the ever-changing loyalties and alliances that saturate such occasions. Assassins may even find their services in great demand and may be recruited for specific tasks by the nobility. Births in royal houses offer a happy contrast and are almost always marked by elaborate displays of regal joy (such as the freeing of prisoners or redemption of overdue taxes).

Though most festivities take place within castle walls, the landed gentry often throw public festivals to show proper appreciation of their lieges' joy during good times. These festivals are the ones most likely to be attended by the average adventurer. Except in large cities, where jousting tournaments or other entertainment may be the rule, these events generally take on the atmosphere of county fairs. Outsiders

may find themselves to be quite conspicuous but welcome nonetheless. Local attitudes toward strangers should be considered in hostile areas unless proper disguise and mannerisms are used to assure anonymity. This may fail to work in very small villages, where almost everyone is known to one another. Nevertheless, while rural fairs of this nature may seem of little worth, they provide excellent opportunities to learn local gossip and perhaps gain the ear of a landed official.

Rangers and druids may also find themselves in favorable circumstances at a royal festival if the local aristocrat is having difficulty with highwaymen or has received a poor harvest. Local heroes and adventurers could also be employed to guard roads where gifts from neighboring rulers are to pass through.

Traditional festivals

Traditional festivals occur regularly and are certainly the oldest and most common celebrations that PCs will encounter. These festivals are usually held to commemorate a good harvest or mark a major event that took place in or near the local area. Traditional fairs tend to be strongly regional and differ in content depending on the climate, culture, and racial stock of the region. Though many are held in larger cities, far more such fairs are celebrated on a smaller scale in towns and villages. Depending on the locale, many interesting events may be open for competition (from greased-pole climbing to cowchip chucking), along with the usual judging of livestock, produce, and the like. Villagers take great delight in attending such fairs, bringing the entire family along to join in the fun. As a result, these revelers always seek to keep the celebration within the bounds of good taste. While a certain amount of drinking and revelry is expected of fairgoers, local codes of conduct are strictly observed. PCs who insist on behaving differently may be asked to leave in a forceful manner.

These fairs may be encountered most often during the fall of the year, generally beginning earlier in higher latitudes and later in ones closer to the equator. The primary exceptions to this rule are those festivals held by seafaring cultures whose people earn their livings from fishing or trade. These celebrations may occur at virtually any time of the year and can be much more raucous owing to the rough-and-tumble types arriving from long stints of sea duty. Unlike harvest fairs of farming communities, the main problem here is not how to avoid offending the locals but how to keep from being accosted by pirates and other unsavory characters. Many an adventurer has awakened after a blurry night of carousing to find himself the cabin boy on a ship with no particular destination.

What follows is a list of the festivals one might encounter in a typical AD&D game

world, as well as their durations and highlights. These festivals are presented here only as examples of typical historical celebrations. Admittedly, most AD&D game adventures will continue to take place in remote, desolate, or otherwise unhealthy locales; that is how it should be (after all, city adventuring has its limitations). Although it is unlikely that such holidays will recur often in an average AD&D game campaign, the addition of these and other celebrations can substantially increase the interest of PCs to stop for a while.

Festival of Healing

Type: *Religious*
Time of year: *Varies*
Duration: *1-3 days*

Explanation: This festival is celebrated in some fashion or another by most religious sects, primarily in their most sacred places. The faithful and their families may journey hundreds of miles to be cured of a curse or other affliction at these gatherings. Many healthy individuals attend as well for preventive measures, as do clerics who may have to atone for past digressions. This is expected and holds no onus of guilt for the repentant as the priests are present to cure spiritual as well as physical wounds. Otherwise, this type of celebration resembles most others in terms of food, drink, and entertainment, with the exception of unusually large numbers of souvenir hawkers mingled with the other vendors.

Due to the religious nature of this festival, visitors are encouraged to refrain from offending the faithful. Many sects possess zealots who do not take lightly to any real or perceived slight to their gods. Omens and visions, some perhaps quite real, may be seen.

Harvest Fair

Type: *Traditional*
Time of year: *Mid/late fall*
Duration: *1-2 weeks*

Explanation: One of the oldest of the common festivals, Harvest Fair is traditionally celebrated to give thanks for a good harvest and is characterized by the quantity and quality of foodstuffs available. Various competitions take place at this event, including the judging of livestock, produce, wine and ale, boxing, wrestling, and other locally unique events. Violence may be encountered but usually consists of fistfights. Although present, thieves are not a major concern to fairgoers who rely on barter to purchase many things. During the Harvest Fair, druids, elves, and representatives of other races from the region may be encountered as they come to barter for goods. Any visitor to such affairs is urged to refrain from alienating local residents, thus avoiding the "angry village mob" scenario.

Guildfest

Type: *Traditional*
Time of year: *Warmer months*
Duration: *Variable*

Explanation: The Guildfest festival is another of the commonly occurring fairs in game campaigns. Sponsored and run by a council of local guildmasters, this festival is each guilds annual opportunity to show off the best it has to offer. Fierce competition between rival guilds sometimes erupts in bursts of violence, but by and large the festivities proceed peacefully. Though each guild has its specialty (bakers and cobblers do not compete directly with one another), overall quality is the criterion of the judges. These judges are usually only ballot counters; fair attendees are expected to vote for the most competent guild. Because of this, there can be much ballot-box stuffing and bribery in poorly managed Guildfests, so final judgments may be corrupted and therefore meaningless — but no one seems to mind (except the losers). In addition, fairgoers may receive more in bribes for votes than they can spend. As a result, beggars and other unfortunates flock to such affairs in hopes of a free ride for a few days.

King's Festival

Type: *Royal*
Time of year: *Summer*
Duration: *3-7 days*

Explanation: A fairly common holiday, King's Festival is generally celebrated in summer and early fall, and varies in length depending on the local ruling house. This holiday is usually characterized by flamboyant ceremonies, heavy drinking, and other merrymaking. The festivals final days typically include tournament-style jousting and are heavily attended by visitors. Archery competitions are common as well, and all able bowmen are invited to match their skills with the king's best archers for a substantial prize. Members of the royal family are frequently seen during such fairs, but they are accompanied by a heavily armed escort at all times. [See DRAGON® issue #118 for numerous articles on competitions at fairs.]

Though many of these festivals are freewheeling, visitors are encouraged to be prudent in their merrymaking. A rude stranger could well be the king's second cousin; insulting such a dignitary could lead to punishment in the public stocks (or worse). Outsiders are welcome to see just how wonderful things are under the current ruler's rule.

Ice Princess Festival

Type: *Traditional*
Time of year: *Mid-winter*
Duration: *Variable*

Explanation: Popular in northern realms or regions where long, cold winters are common, the Ice Princess Festival is unique in that it always takes place in inclement weather during bitterly cold temperature snaps. Although this event bears many similarities to its warm-weather cousins (with regard to activities), there is one special event seen nowhere in the south. Along with the many winter sports competitions, such as sledding and ice-wrestling, the festivities are topped off with the judging of numerous intricate ice and snow sculptures. Most of the larger sculptures are built by groups of competitors — usually local guilds or monasteries — but many smaller sculptures are built by the common folk. Due to the uncertainties of weather, this celebration is seldom held at the same time each year and can break up quickly if a prolonged warm snap occurs. Those attending must dress appropriately.

Lammas

Type: *Traditional/religious*
Time of year: *Fall*
Duration: *1-2 days*

Explanation: Lammas is basically a druidic holy day and as such is celebrated worldwide. Though most religious ceremonies go unseen by the public, many rural communities and wilderness towns celebrate Lammas as well. These "unofficial" festivals are loosely organized affairs and are typically characterized by feasting, gift-giving between friends, and excessive alcohol consumption, making these events both exciting and potentially hazardous to a PC's health. Depending on locale, thieves may be present to take advantage of the drunk and unwary. Visitors are urged to take proper precautions if intending to fully celebrate such a festival. As a general rule, almost anyone may attend village Lammas festivals, though the rough-and-tumble attitude of the celebrants does not lend itself to the faint-hearted.

Miner's Fair

Type: *Traditional*
Time of year: *Spring to fall*
Duration: *2-3 days*

Explanation: A predominantly dwarven event, the Miner's Fair is held outdoors during the warmer months of the year or underground on a fixed yearly date. In addition to competitions for the largest or most impressive gemstones found since the last festival, there are also contests of strength and agility. These often consist of hammer-throwing, stone-hauling, and basic mining tourneys. There is also a "treasure hunt" at some point during the fair, which is won by the first contestant to recover a specific gemstone or chunk of ore from its hiding place in the area. Fre-

quent winners may be found boasting of their abilities to "sniff the stuff out."

Though this fair is not necessarily closed to members of nondwarven races, the presence of outside races is at best tolerated. Fighting and endless bragging mark a successful Miner's Fair, thus limiting an outsider's interest significantly. As dwarves do not recreate well as a rule, this fair is customarily brief, never lasting more than three days.

Neptune's Feast

Type: *Traditional/religious*
Time of year: *Spring*
Duration: *1 week*

Explanation: Popular among port cities and island nations, this festival vies with the Harvest Fair for sheer longevity. Though religiously oriented and usually involving seaside rites and sacrifices, this celebration is noted for its epicurean delights. Neptune's Feast provides the visitor with the opportunity to taste some of the finest seafoods obtainable. Along with an assortment of competitions between ship's crews, the feast is always climaxed with a race between the fastest ships in the realm. During the closing hours of this intense competition, betting can reach a fever pitch. Those who plan to attend Neptune's Feast are advised to avoid waterfront taverns and to beware of newfound friends (who occasionally rob their "friends"). Careless fairgoers who overimbibe may awaken to discover they have been signed onto a tour of sea duty aboard a ship of questionable reputation.

The title of this festival, of course, can vary wildly depending on which deity the festival honors. The characteristics of seafarers, however, make these types of festivals very much alike.

Regal Games

Type: *Royal*
Time of year: *Early fall*
Duration: *5-7 days*

Explanation: The festival known as the

Regal Games is always held in a stable kingdom, customarily the capital city itself. During the games, the finest knights and athletes from a number of realms compete in competitions of skill, strength, agility, and endurance to the delight of thousands of spectators. Although this event consists primarily of the aforementioned competitions, many forms of entertainment and amusement may be found, and the streets are filled with merrymakers night and day. Due to the unusually intensive activity on the part of the city watch, most festivals of this type are quite safe for anyone to attend. In fact, some realms require the surrender of all large weaponry as a condition of entry to the city where the games are held. Of course, with so many knights out to prove themselves, evildoers generally avoid approaching these fairs (unless they are extremely powerful and brave — a deadly combination).

Though visitors to the Regal Games seldom participate in the competitions held, the attendant festivities offer vast amounts of entertainment and activities for the fairgoers. Prices for basic commodities and lodging are always astronomical during the games, and visitors are urged to plan accordingly, making reservations some time in advance.

St. Cuthbert's Day

Type: *Religious*
Time of year: *Spring equinox*
Duration: *1 day*

Explanation: This widespread festival occurs across the WORLD OF GREYHAWK® setting wherever followers are of sufficient numbers to warrant the event. St. Cuthbert's Day is always celebrated from sunrise to sunset, and commemorates St. Cuthbert's revelations to local unbelievers many hundreds of years ago. All celebrations involve the ritual known as "cleansing," in which young boys run beside the line of walking pilgrims and smite them with green switches as they approach the temple. Later, a copy of the *mace of St. Cuthbert* is brought forth to

bless the assembled faithful.

Associated festivities include feasts lasting from noon until late in the evening and ritual bonfires lit at sunset. It is said that whoever is warmed by St. Cuthbert's fire has one curse removed from him. Travellers are cautioned to avoid interfering with official ceremonies, and evangelists of other faiths are seldom tolerated (but often beaten).

Timberman's Days

Type: *Traditional*
Time of year: *Summer to fall*
Duration: *1 week*

Explanation: Timberman's Days (occasionally called Logger's Fest) is a raucous and freewheeling celebration that focuses on rough physical competition and games of skill and chance. Gambling and drinking are augmented by such sports as log rolling, tree topping, and barrel riding. Together, these events guarantee a good time for all. Though accidents and injuries are commonplace during such contests, they are not unexpected. As a result, clerics can do steady business throughout the fest's duration (though many participants prefer to heal naturally as a sign of their personal toughness).

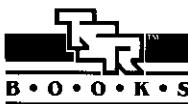
Despite the difficult wilderness trek to attend this festival, numerous travelers may be found there, particularly rangers, fighters, and barbarians from far-flung locales. It is highly recommended that visitors to this fest refrain from engaging in competitions unless they have some experience in the events (or unless they have a good cleric handy).

Trapper's Rendezvous

Type: *Traditional*
Time of year: *Early spring*
Duration: *Variable*

Explanation: This festival is almost always held in northern cities and outpost towns, and is celebrated at varying times depending on weather conditions. Following the first spring thaw, trappers and frontiersmen begin to congregate in border towns to trade their winter's harvest of furs and to swap stories with each other. These celebrations are rowdy in the extreme, and huge brawls are likely to break out in any given inn or tavern, making for a considerable hazard to passers-by who may be hit by flying bodies.

Fighters and rangers will certainly enjoy the freewheeling nature of the Trapper's Rendezvous, as will those of a chaotic bent. Others may find the celebration a bit trying, with the notable exception of dwarves who often attend for fun.



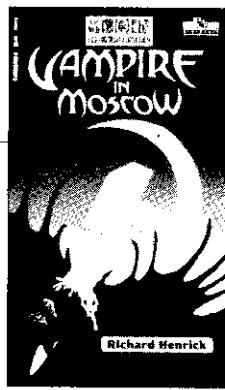
**St. John the Pursuer:
Vampire in Moscow**

by Richard Henrick

Since the time of the Romans, a sect of warrior priests have been pledged to await the reawakening of the Evil One. Is it the beast from the darkness beyond that stirs now?

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The Game Wizards

A balanced approach to THE HUNT FOR RED OCTOBER™ game

Several years ago, a previously unpublished author wrote a novel about a secret, powerful Soviet submarine and its captain's attempt to defect to the United States. It was published by the Naval Institute Press, which had never published a novel before.

The book, of course, was *The Hunt For Red October*. It rocketed to the top of the hardcover bestseller lists, then sold millions of copies in paperback, remaining a bestseller for years. Its author, Tom Clancy, has since published two other thrillers, *Red Storm Rising* and *Patriot Games*, each of which has outsold the prior releases. His fourth book, *The Cardinal of the Kremlin*, should be out by the time you read this.

The scenarios described in Clancy's books provide splendid gaming opportunities. TSR's THE HUNT FOR RED OCTOBER game, released in April of this year, captures the excitement of Clancy's first book and provides players with the technical detail and naval authenticity that give the book a great part of its appeal.

While the pursuit of the *Red October* is a scenario in the game, it is only one of eight scenarios. The other seven gaming situations are set against the background of a hypothetical NATO/Warsaw Pact naval conflict in the near future. These scenarios include: a sub-vs.-sub stalk in the Norwegian and Greenland Seas; a convoy run from New York to France, with Soviet submarines contesting every inch of the way; and ultimately, a "campaign game" in which players make all the strategic choices in an all-out battle for the Atlantic.

These latter scenarios have not been created in a vacuum. TSR is currently hard at work on the RED STORM RISING™ game, licensed from Clancy's second book. This game will focus on the land and air battle in Germany following the Warsaw Pact attack against NATO as described in that novel.

Players with both games will be able to play out the RED STORM RISING game's tense naval encounters on THE HUNT FOR RED OCTOBER game board, while fighting

the land battle on the RED STORM RISING game map. A player or team's success at bringing American forces across the Atlantic will obviously have a big impact on his ability to reinforce the NATO troops trying to hold the line in West Germany.

The philosophy behind THE HUNT FOR RED OCTOBER and RED STORM RISING games includes two primary aims: accessibility and accuracy. First, the game is graphically striking, with colorful stand-up pieces for all ships, large counters for aircraft squadrons, and a large, mounted map board. Additionally, the rules are heavily illustrated, with numerous examples designed to make the game easy to learn. We have made extensive use of colorful gaming aids, most notably a task-force display card for each player and a large battle board for the deployment of pieces during combat. All of these features are designed to make the game user friendly — you don't have to be a hardcore wargamer to learn or enjoy this game.

Second, the game presents a wealth of technical detail that is as accurate as extensive research and educated guesswork can make it. (Most of these weapons systems, after all, have never been used — may they remain that way!) We invested

the better part of a thousand dollars in books, including two excellent volumes from Jane's Publishing: *Jane's All the World's Aircraft* (1986-87 edition) and *Jane's Fighting Ships* (1987-88 edition).

The game system uses a relatively simple procedure for rating the capabilities of various ships and aircraft, by assigning each a number that must be rolled on a 10-sided die. Since there are certainly many more than 10 different levels of naval effectiveness, color coding was used to reflect the special capabilities of certain units. Pieces with yellow attack ratings, for example, are entitled to double attacks against enemy air units. This reflects the ability of an F-14, MiG-29, or AEGIS-armed cruiser when in combat against aircraft.

By adding twists to an essentially simple game mechanic, and also by adding optional rules (such as tanker aircraft, amphibious assault, and close-in missile defense), we gave the game a level of detail far beyond that of a typical family or strategy game. Yet, because of the simple nature of the basic game mechanic, it is a game that no one should have difficulty in learning.

Several questions have come up in play, and this column seems like a good opportunity to address them. First, a couple of points of errata. On page 1, the rules state that the white dice are used to attack detected submarines; it should say that the white dice are used to attack with *undetected* submarines. Second, the optional rule "Missile Defense" states on page 11 that pieces with white attack ratings can roll two dice; it should say that pieces with yellow attack ratings can roll two dice.

Finally, there is a clarification in the *Red October* scenario itself. Although the rules imply that the *Red October* can move only one space per turn, it can actually move three spaces per turn. However, in the interests of a more challenging scenario for the *Red October* player, you can limit the submarine to a maximum move of two spaces per turn in this scenario, if both players are agreeable to this modification. The two-space-per-turn limit seems to create the most balanced and most exciting scenario. Enjoy your hunt!

Ω

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Up and Running in the Land of Mutants

Upgrading your GAMMA WORLD® game characters

The third-edition GAMMA WORLD® game has a lot of unique aspects and additions. The mutated plant player characters add spice to parties of mutated adventurers. The most recent GAMMA WORLD game modules (GW6-GW10) have new creatures and races in them, along with new items, robots, and other essential game information. The game's combat and action-resolution system is more logical than the second edition's and can be played in either the short, easy way or using a longer version for those who prefer dozens of combat and action modifiers. In many ways, this edition is a definite improvement over the previous ones.

However, in its basic form, it is not presented as an "up and running" game – that is, a game in which the PCs in a campaign gain Ranks with any speed. As a matter of fact, the ascension of Ranks after the first few is slow enough to kill a mutie off from old age. This is fine if the GM wants to run an extremely low-tech game with few monsters (or a lot of low hit-dice creatures) or if the GM prefers a great deal of PC turnover due to death. But a GM who likes to offer a challenge to stronger PCs is left high and dry.

This article is intended to help the GM get his GAMMA WORLD game campaign up and running. Provided herein is a comprehensive PC generation system that should produce a PC having a good chance of survival. Suggestions are also provided for adjusting the current experience-points award system so that a more advanced campaign can be achieved.

Begin with step 1 to generate a PC, then continue from step to step as directed by the text or tables. The tables are num-

bered to match the steps in the character generation system.

Character Generation

1. PC racial type: Roll 1d10 on Table 1a to determine the PC's racial type. Go from there to the table or section noted.

If an alternate-race PC is indicated, roll 1d20 on Table 1b for the specific race. Racial descriptions are in the third-edition GAMMA WORLD Reference Book. When an alternate-race PC is rolled, there is a chance he may be slightly different from others of his kind. First, the player should roll 1d20; a 20 indicates an additional mental mutation, which should be rolled randomly later. Then roll another 1d20; a 20 indicates an additional physical mutation, which should be rolled randomly later. Finally, roll 1d20 for each Ability Score: 1 = 2 points less; 2 = 1 point less; 19 = 1 point more; 20 = 2 points more. Go to step 3.

If a mutated animal PC is indicated, roll

1d20 on Table 1c for the PC's animal type. The player then chooses a species within the family, and the GM modifies the PC accordingly. Then roll 1d10 on Table 1d, noting what body form the mutant has. Go to step 2.

If a mutated plant PC is indicated, the player rolls 1d10 on Table 1e to select the type of plant his PC will be. He is also allowed to chose what sort of plant within that category he wishes to play (e.g., if he rolls a tree, he may be an oak or maple). Go to step 2.

If a cyborg is indicated, check module GW10 *Epsilon Cyborgs* for details on PC creation. Then enter the PC into the game without further use of the PC generation system in this article.

2. PC characteristics: Consult Table 2 for the PC's statistics by type, except for an alternate-race PC with previously defined characteristics. The number under each ability is the number of six-sided dice the player rolls to determine each of his PC's characteristic scores. The player then takes the highest three dice

Table 1a
General PC Racial Types

1d10	PC racial type
1	Pure Strain Human (go to step 2)
2-3	Humanoid (go to step 2)
4-5	Alternate intelligent race (use Table 1b)
6-8	Mutated animal (use Tables 1c and 1d)
9	Mutated plant (use Table 1e)
10	Cyborg (use the Robot Generation Tables given in GW 10 <i>Epsilon Cyborgs</i> , pages 35-43)

and adds them together. Go to step 3.

3. Hit points: Roll a number of six-sided dice equal to the PC's CN score. Total the results from each die, then add an additional amount based upon the PC's CN modifier (e.g., a 15 CN gives +1 hp per die, or 15 more hp). If the PC is a Pure Strain Human, he gains an additional +1 hp per die beyond that.

Then, if the PC is a mutated plant or animal type, or an alternate race with an additional physical mutation, go to step 4. If the PC is of an alternate race with an additional mental mutation, go to step 5. If the PC is an alternate race with no new mutations, go to step 6.

4. Physical mutations: The types of physical mutations rolled for humanoids and mutated animals determine if they look like normal humans, normal animals, or mutated versions of either. Roll 1d6 on Table 4a, then turn to the Physical Mutations table on page 40 of the GAMMA WORLD rule book and roll 1d100 to determine each specific mutation. No PC should possess more than one defect, and duplicate mutations should be rerolled.

Each mutation has its own Mutation

Illustration by Valerie Valusek

Table 1b
Alternate Intelligent PC Racial Types

1	Ark
2	Baddie
3	Dabber
4	Hawkoid
5	Hisser
6	Hoop
7	Orlen
8	Serf
9	Sleeth
10	Wardent
11-12	Player's choice (with GM's approval)

Table 1c
Mutated Animal PC Racial Types

1d20	Animal family
1	Marsupial
2	Simian
3	Ursine
4	Equine
5	Ruminant
6	Rodent
7	Land-evolved sea creature
8	Amphibian
9	Avian
10	Arachnid
11	Insect (giant)
12	Reptilian
13	Feline
14	Canine
15	Musteline (weasel, etc.)
16	Any small mammal in giant form
17	Any large mammal in miniature form
18	Any small mammal
19	Any large mammal
20	Player's choice (with GM's approval)

score. To determine a mutation's Mutation score, roll 3d6, discard the lowest die, and add the remaining two dice scores together; next, add the PC's PS modifier to the result. A PC's physical mutations may not possess a score higher than his PS score.

The types of physical mutations rolled for mutated plant PCs determine what sort of plant each PC resembles. The play-



Table 1d
Mutated Animal PC Forms

1d10 Mutated form

- 1-2 Retains normal animal forms of locomotion, communication, etc.
- 3-7 Animal is bipedal but very animalistic in appearance.
- 8-10 Animal is humanoid in form, has manipulative digits, and is able to speak.

Table 2
Characteristics by PC Racial Type

PC type	Dice rolled for characteristic					
	PS	MS	DX	IN	CN	CH
Pure Strain Human	4	3	4	6	5	5
Humanoid	4	5	4	4	5	3
Animal, normal*	6	3	4	3	6	3
Animal, bipedal*	5	4	4	4	5	3
Animal, humanoid*	5	3	5	4	4	4
Mutated plant	3	6	3	4	5	5

* As determined by Table 1d.

Table 4a
Physical Mutations: Humanoids and Mutated Animals

1d6	Number of mutations
1	None
2	1
3-4	2
5	3
6	4

Table 4b
Physical Mutations: Mutated Plants

1d6	Number of mutations
1	1
2-4	2
5-6	3

Once all physical mutations have been determined, go to step 5.

5. Mental mutations: All mutated PCs roll 1d6 on Table 5. Independent mutated plants add +1 to this roll; symbiotic mutated plants add +2. Then turn to the mental mutations appendices on page 46 of the GAMMA WORLD rule book and roll 1d100 to determine the specific mutations. No PC should possess more than one defect, and duplicate mutations should be rerolled. See the previous notes on determining Mutation scores. A PC's mental mutations may not possess a score higher than his MS score. Go to step 6.

6. Other statistics: All PCs begin the game at Rank 1, with no Status points and only 1 xp. Each PC also begins the game with a number of talents equal to his Tech Level plus one. The player may choose the talents from the Talents and Skills section, pages 84-92, of GW9 *Delta Fragment*. A PC may never have more talents and skills than his IN score. The PC starts with the Tech Level rolled on Table 6. An Optional Tech Level is also given for those GMs who want more advanced campaign PCs at the start. Go to step 7.

7. PC modifications: The GM should make sure that all mutation-related modi-

Table 5
Mental Mutations

1d6	Number of mutations
1	None
2-3	1
4	2
5	3
6	4

er may choose between two different types of mutated plant PCs: the *independent* lifeform that must reshape itself to gain functions, or the *symbiotic* lifeform that must inhabit an unintelligent, mobile creature to gain the benefits of free action. Roll 1d6 for either type's physical mutations on Table 4b. Then turn to the Plant Physical Mutations table on page 52 of the GAMMA WORLD rule book and roll 1d100 to determine each specific mutation. No PC should possess more than one defect, and duplicate mutations should be rerolled. See the previous notes on determining Mutation scores.

Table 1e
Mutated Plant PC Forms

1d10 Original plant stock

- 1 Tree
- 2 Bush
- 3 House plant
- 4 Exotic plant
- 5 Vine, creeper, or climber
- 6 Mushroom, mold, or fungus
- 7 Flowering plant
- 8 Weed or grass stock
- 9 Edible plant (e.g., cornstalk)
- 10 Any type of plant

fiers have been applied to the PC. He should then alter the PC as described in the appropriate following section.

Pure Strain Human

* Modify the PC's MS by -3, with a minimum score of 3.

* When rolling IN, CH, and CN, add 3 to each score, with a maximum score of 21.

* Add +1 hp per die when rolling hit points for the PC (this should have already been done in step 3).

* Grant full benefits from functioning medical devices.

* Note that most robots and computers will not harm Pure Strain Humans and may aid them if presented with the proper ID codes.

* Note that the PC is not mutated by radiation, but may suffer temporary mutation from biogenetic agents.

Humanoids

* Note that humanoids are of mutated human stock, and thus may use tools and weapons and communicate normally by speech.

* Allow humanoids to pass for Pure Strain Humans to robots or computers if the humanoids have no obvious mutations.

* Note that humanoids may mutate further if exposed to radiation, but that they are only burned by biogenetic agents.

Mutated animals

* Give each sort of mutated animal its own racial language. Mutated humanoid-form animals can speak "pidgin common."

* Allow mutated animals to use tools and weapons if they have manipulative digits (physical or mental).

* Decide on the natural abilities and limits of the original animal stock.

* Note that mutated animals cannot command artificial-intelligence machines and have an 80% chance to be ignored by them.

* Allow mutated animals to pass a security check (by a robot, android, etc.) only if classified as a "pet" by a Pure Strain Human or a PC believed to be a Pure Strain Human.

* Note that mutated animals may mutate when exposed to radiation, but are only burned by biogenetic agents.

Mutated plants

* Unless otherwise provided for by a mutation, note that no mutated plant can speak.

* Determine natural abilities and limits of the original plant stock, to be applied to the PC.

* Note that mutated plants cannot command artificial-intelligence machines and have an 80% chance to be ignored by them.

* Note that mutated plants cannot pass a security check unless carried by a Pure Strain Human or PC believed to be a Pure

Table 6
PC's Initial Tech Level

PC racial type	Tech Level	Optional Tech Level
Pure Strain Human	III	IV
Humanoid	II	III
Animal, normal*	I	-
Animal, bipedal*	I	II
Animal, humanoid*	II	III
Mutated plant	I	II

* As determined by Table 1d.

Table 8a
Sizes, Weights, and Movement Rates for PCs

Class I Mini			Class II Tiny			Class III Small		
Move: 6			Move: 9			Move: 12		
1d6	Height	Weight	3d6	Height	Weight	3d6	Height	Weight
1	56	8.5	3	71	11	3	112	24.5
2	58.5	9	4	73.5	12	4	114	26
3	61	9.5	5	76	12	5	117	27
4	63.5	10	6	79	13	6	119	28.5
5	66	10.5	7	81	13	7	122	30
6	68.5	11	8	84	13.5	8	124.5	31
			9	86	14	9	127	33
			10	89	15	10	129.5	34
			11	91.5	16	11	132	35.5
			12	94	17	12	134.5	37
			13	96.5	18	13	137	38
			14	99	19	14	140	40
			15	101.5	20	15	142	42
			16	104	21	16	145	43.5
			17	106.5	22	17	147	45.5
			18	109	23	18	150	47

Height is measured in centimeters; weight is measured in kilograms.

Table 8b
Sizes, Weights, and Movement Rates for PCs

Class IV Human (Male)			Class IV Human (Female)			Class V Large		
Move: 24			Move: 24			Move: 36		
3d6	Height	Weight	3d6	Height	Weight	1d20	Height	Weight
3	160	58.5	3	150	47	1	200.5	89.5
4	162.5	60.5	4	152.5	49	2	203	93
5	165	62	5	155	51	3	206	96
6	167.5	64	6	157.5	53	4	208	100.5
7	170	66	7	160	54.5	5	211	105
8	173	68	8	162.5	56	6	213	110
9	175	69.5	9	165	58	7	216	115.5
10	178	71	10	167.5	60	8	218	121
11	180	73	11	170	62	9	221	126
12	183	75	12	173	63.5	10	223.5	132
13	185	77	13	175	67	11	226	137
14	188	78.5	14	178	69	12	229	143
15	190.5	80.5	15	180	71	13	231	150
16	193	82	16	183	73	14	233.5	156
17	195.5	84.5	17	185	74.5	15	236	167
18	198	87	18	188	76	16	239	174.5
						17	241	181
						18	244	188
						19	246	195
						20	249	202

Height is measured in centimeters; weight is measured in kilograms.

Table 8c
Sizes, Weights, and Movement Rates for PCs

Class VI Large Move: 48			Class VII Huge Move: 60			Class VIII Giant Move: 72		
1d20	Height	Weight	1d20	Height	Weight	1d20	Height	Weight
1	251.5	209	1	302.5	354.5	1	353	632
2	254	216	2	305	364	2	355.5	650.5
3	256.5	223	3	307	374	3	358	669.5
4	259	230	4	310	384.5	4	360.5	689
5	261.5	237	5	312	395.5	5	363	709
6	264	244	6	315	407	6	366	729.5
7	267	251	7	317.5	418.5	7	368	750.5
8	270	258	8	320	431	8	371	772
9	272	265	9	322.5	443.5	9	373	794
10	274	272	10	325	457	10	376	816
11	277	279	11	327.5	470.5	11	378.5	838.5
12	279.5	286	12	330	484.5	12	381	862
13	282	293	13	333	499	13	383.5	885.5
14	284.5	300	14	335	514	14	386	909
15	287	307	15	338	529.5	15	388.5	934
16	289.5	314	16	340	545.5	16	391	959
17	292	321	17	343	562	17	394	984.5
18	294.5	328	18	345	578.5	18	396	1010.5
19	297	336	19	348	596	19	399	1037
20	300	345	20	350.5	615	20	401	1064

Table 6a
Armor

1d100	Type of armor	Armor class	Damage reduced
1-15	No armor	0	-
16-20	Heavy clothes/furs	1	-5
21-30	Bark	2	-10
31-40	Cured hide	2	-10
41-50	Leather armor	2	-10
51-57	Bone or wood armor	3	-15
58-64	Sheath armor	3	-15
65-71	Studded leather	3	-15
72-78	Chain mail vest	3	-15
79-84	Treated plant	4	-20
85-89	Ring mail	4	-20
90-94	Plate mail vest	4	-20
95-98	Chain mail	5	-25
99-00	Fiber armor	5	-25

Strain Human, and even then only if they do not possess hazardous mutations, such as the emission of radiation or poison.

* Have unintelligent animals ignore mutated plants unless they resemble part of the animals' diets, move in an unnatural manner (as in walking, not swaying in the wind), or attack the animals.

* Note that mutated plants may mutate when exposed to radiation or biogenetic agents.

* Allow mutated plants to go without food so long as there is sufficient soil, water, sunlight, and warmth.

* Allow limbs removed by crippling special effects (as per the rule book, pages 24-26) to be regrown with 1d6 weeks of complete rest.

* If a mutated plant dies, allow it to make a Constitution Check to regenerate from its roots, but it must begin again at Rank 1, and all its abilities suffer a loss of one point.

* Note that mutated plants are resistant to crushing attacks, and so reduce any damage suffered by crushing by -1RF.

* Allow the mutated plant to gain a bonus of +3 when grappling or wrestling (this does not apply to symbiots).

* Add 20 cm to a mutated plant's beginning height for every Rank attained.

* Allow a mutated plant not having hard bark (like trees) to reduce its size by 50% by compressing its form.

Table 9b
Shields

1d100	Shield type	Column Shift (CS) modification
1-47	No shield	-
48-57	Wood buckler	-1CS
58-67	Leather buckler	-1CS
68-74	Plastic or carapace buckler	-1CS
75-79	Leather or wood medium shield	-2CS
80-82	Metal buckler	-2CS
83-87	Plastic or carapace medium shield	-2CS
88-92	Leather or wood large shield	-3CS
93-95	Metal medium shield	-3CS
96-98	Plastic or carapace large shield	-3CS
99-00	Metal large shield	-4CS

8. PC details: The GM must now determine the various final aspects of the PC: height, weight, movement rate, amount the PC can carry, and so on.

The player first rolls on the part of Tables 8a-8c appropriate for his PC (using

Table 9c
Weapon Types

1d10	Weapon
1-5	Another melee weapon
6-7	Pistol
8-9	Rifle
10	Energy weapon

Table used

—
9d
9e
9f

the proper die) to determine his PC's height in centimeters and weight in kilograms. These charts are segmented for easy conversion to feet, inches, and pounds. These statistics should be altered if necessary to take into account mutations that change the height and weight of the PC. The land-speed movement rate for these PCs is also listed (air speed is usually three or four times the land speed).

Methods of calculating special movement statistics follow and are further explained on pages 13-14 of the GAMMA WORLD rule book. These distances are considered to be the highest or farthest the PC can reach with his arms or paws. No DX modifiers are added to these unusual movements. Fractions are rounded up.

Jumping down: $\frac{1}{2} \times \text{PS}$ in meters, plus the PC's height.

Running leap: $\frac{1}{2} \times \text{PS}$ in meters, plus $\frac{1}{2} \times$ the PC's height.

Standing leap: $\frac{1}{6} \times \text{PS}$ in meters, plus $\frac{1}{2} \times$ the PC's height.

Vaulting: $\frac{1}{6} \times \text{PS}$ in meters, plus $\frac{1}{2} \times$ the PC's height.

Springing up, running: $\frac{1}{6} \times \text{PS}$ in meters, plus the PC's height.

Springing up, standing: $\frac{1}{2}$ of the total springing up, running score.

Encumbrance-related statistics are described as follows:

Weight carried, burdened: The amount of kilograms carried by a PC when he finally becomes burdened is equal to his $\text{PS} \times 2$. Any weight under this threshold does not slow him down or fatigue him. The weight of armor is evenly distributed over the entire body's frame and, for purposes of carrying, is considered to be one-quarter normal.

Weight carried, heavily burdened: The minimum amount of kilograms carried by a PC considered to be heavily burdened is his $\text{PS} \times 3$. Any weight less than this is either burdening or nonburdening.

Maximum weight lifted: A PC can lift his $\text{PS} \times 4$ in kilograms, but he cannot walk with it. This statistic is used for lifting grain sacks onto a wagon, lifting an iron gate, etc.

The GM should then determine if the mutant has an unusual hide or bark (naturally, not from mutation) and if it constitutes armor. If the latter is true, consult Table 9a and select the armor type that this natural protection most resembles.

The player should now pick an appropriate name for his PC. The GM should then assign the area from which the PC comes

Table 9e
Rifles

1d6	Weapon
1	Auto rifle
2-3	Percussion
4-5	Laser rifle
6	Stun ray rifle

Table 9d
Pistols

1d6	Weapon
1	Auto pistol
2	Revolver
3	Laser pistol
4	Needler
5	Slug pistol A
6	Stun ray pistol

Table 9f
Energy Weapons

1d6	Weapon
1	Energy mace
2-3	Paralysis rod
4	Stun whip
5	Vibro dagger
6	New item (developed by GM)

and fill the player in on any pertinent campaign information the PC may have concerning his background, such as contacts, geographical knowledge, political knowledge, etc.

9. Equipping the PC: The GM can either assign the PC some equipment or have the player roll randomly on Tables 9a-9g. It is assumed in an "up and running" campaign that the equipment was handed down to the PC by his family, clan, or tribe and, despite whatever his normal Tech Level knowledge is, he knows how to use the equipment (if not always how to repair it).

The player should roll 1d100 once on Table 9a for armor, then 1d100 once on Table 9b for a shield. A shield alters an attack made against the shield-bearer by shifting it a specific number of columns to the left (-CS), making it more difficult to hit the victim.

The player should then pick a normal melee weapon and a normal range weapon from the Weapons Table (the Tech Level cannot exceed Level II). Then the player rolls 1d10 on Table 9c to determine if he has a special weapon (with an appropriate table). Any special weapon is considered to have full ammunition or power. The player rolls for the special weapon type on the appropriate table. If either Table 9d or 9e is selected, the player should then roll 1d6 for the specific weapon type. Each weapon comes equipped with a full clip, a full cell, or six bullets or shells, whichever is applicable. If Table 9f is selected, the player rolls 1d6 to receive a weapon equipped with a fully charged cell of the appropriate type.

Next, the player should roll a 1d6; 1-3 indicates the PC has one miscellaneous item, and 4-6 indicates he has two. He then rolls 1d100 to determine what the items are, using Table 9g. Some results on the table allow for extra rolls, but a new PC can never possess more miscellaneous

items than one-half his CH score (rounded down); he may choose these from the total items he has rolled. Items may be used for barter if circumstances permit. Any item requiring a power cell or cells for use is considered to have only as many as necessary to use the item, but with all cells fully charged.

PCs start the game with 3d6 \times 10 gp. A PC may purchase any item having the same Tech Level as his home village or base, as well as items of lower Tech Levels, providing that the GM has determined that such items are available in the campaign. The purchase of an item one Tech Level higher than the local area is possible, but the PC must roll his CH for a Yellow, Orange, or Red result on the Action Table; the item will cost double its normal price. The purchase of an item two or three levels higher requires a roll of the PC's CH with an Orange or Red result, and the item will cost three (Orange) or four (Red) times its normal price.

10. Final adjustments: The GM should make any final alterations in the PC which he feels will help balance the PC in relation to the campaign.

Revising experience points

"Up and running" campaigns are for GMs and players who prefer medium- and high-level PCs that accomplish more in combat, have more talents and skills, and so on. Therefore, it is necessary to adjust the experience-point award system so that experience points are given out much faster than in the original game. Some options follow which the GM can mix and match until he reaches what he believes is the right experience-point progression rate for PCs. The GM should compare these suggestions to the standard format on page 8 of the third-edition rule book.

Defeating opponents: Alter the experi-

Table 9g
Miscellaneous Items

1d100 Item gained

1	Accelerate dose
2	Antiradiation serum
3	Cur-in dose
4	Genetic booster
5	Interra shot (two of them)
6	Mind booster
7	Pain reducer
8	Poison antidote
9	Stim dose
10	Suggestion change drug
11	Sustenance doses (3)
12	Unknown drug (GM creation)
13	Medi-kit (with 1-10 drugs)
14	Energy field generator
15-16	Communicator
17	Energy cloak
18	Fungicide doses (3)
19-23	Glow cube
24	Herbicide doses (3)
25-26	Insect repellent (1 tube)
27-29	Chemical energy cells (1-4)
30-31	Hydrogen energy cells (1-4)
32-33	Solar energy cells (1-4)
34-35	Atomic energy cell
36-45	Normal survival gear of the player's choosing (rope, tent, canteen, etc.), up to 200 gp worth

46-50	A mount of the player's choosing, with tack (see GW6 <i>Alpha Factor</i> ; pages 40-41, for new mounts)	86	IR goggles
51-52	Grenade, chemex	87	Writing kit
53-55	Grenade, fragmentary	88	Antigrav pods
56-58	Grenade, teargas	89-91	One roll on a Random Loot Table from a GAMMA WORLD module of the GM's choice
59	Grenade, energy	92-94	Two rolls on a Random Loot Table from a GAMMA WORLD module of the GM's choice
60-62	Grenade, poison gas	95-96	GM-created item, made specifically for the PC
63-65	Grenade, stun	97	Player rolls again for two more items
66-67	Micromissile	98	Player rolls again for three more items
68	Minimissile	99	Player gains any one item on this table of his choice
69-70	Damage pack-small	00	Player gains any two items on this table of his choice
71	Damage pack-A		
72	Damage pack-B		
73	Fire extinguisher		
74	Flamethrower		
75	Flare gun		
76	Kinetic nullifier fluid		
77	Lexicon of player's choice.		
78	Neutralizing pigment-black		
79	Neutralizing pigment-green		
80	Neutralizing pigment-gray		
81	Neutralizing pigment-orange		
82	Neutralizing pigment-red		
83	Pneumo-jack		
84	Portent		
85	UV goggles		

ence points earned from the defeated being's hit dice or Rank to the amount of hit points the defeated being has. This is the single greatest increase of experience points for a campaign.

Overcoming obstacles: Modify the multiplier by 1-10 xp per level of Difficulty.

Finding useful artifacts: Modify the multiplier from one to five times the Tech Level of the item for experience points.

Gaining treasures: Modify the award so it equals 1 xp per every 50 gp value of the item.

Completing quests: The GM should nev-

er award under 50 points for a completed quest. The maximum amount awarded depends on how long the quest lasted and how much was gained or lost during it. If the quest yielded plenty of booty and experience points, then the GM may wish to do something special in way of an award, like giving an automatic amount of Status points to the party members without having them spend experience points.

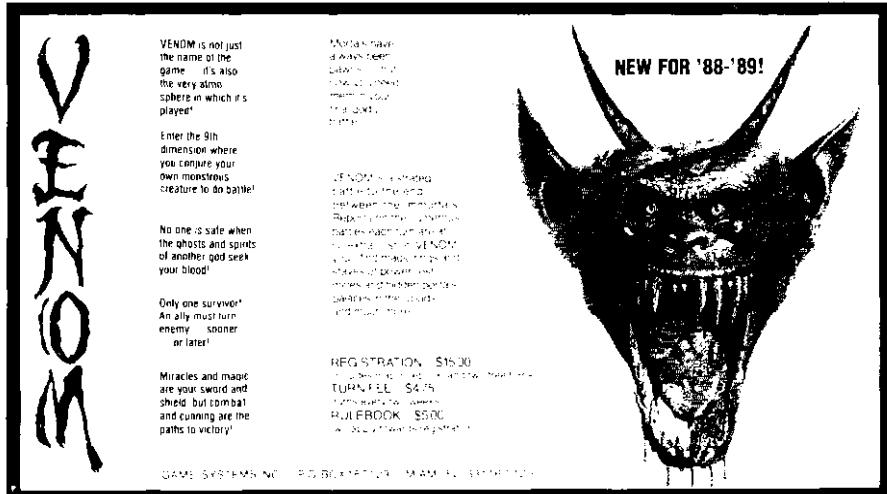
Healing rates

One major stumbling block in the GAMMA WORLD game is the healing

process, in that medicines work well on humans and only fractionally well on everyone else. In my campaign, which has been running off and on since the days of the first-edition GAMMA WORLD game, PCs have always been healed at the same rate. The only real exceptions to this are the mutated plant creatures, which are healed only with special medicine like fertilizer. GMs who want "up and running" campaigns should drop different healing rates and stick to a universal medicine and healing usage.

The “up and running” campaign

The result of the pumped-up experience points, healing changes, and stronger starting PCs is that the GM will have a GAMMA WORLD game campaign that is not bogged down in primitive societies and minor weapons. He will run a much more powerful party of PCs which can withstand longer journeys and greater quests. In effect, this system cuts out the first year or two of normal game play, when the PCs are grubbing for every morsel of food and sweating over every encounter. It also provides a better chance of survival, something that the current game structure does not seem to take into account. But more importantly, it means when the PCs are at higher levels, they can continue progressing at an exciting rate and not be bored with the months of play it requires to reach a new Rank. Ω





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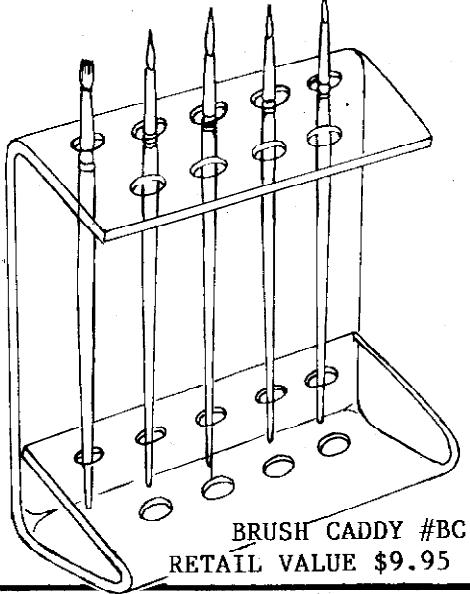
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SAGE ADVICE

by Skip Williams

If you have any questions on the games produced by TSR, Inc., "Sage Advice" will answer them. In the United States and Canada, write to: Sage Advice, DRAGON® Magazine, P.O. Box 110, Lake Geneva WI 53147, U.S.A. In Europe, write to: Sage Advice, DRAGON Magazine, TSR UK Limited, The Mill, Rathmore Road, Cambridge CB1 4AD, United Kingdom.

This month, we continue our topic from last month: the realm of player characters in the AD&D® game. These questions are primarily organized according to the classes involved, not races; class combinations are dealt with in their own section. Additional commentary was provided by David "Zeb" Cook and Jon Pickens, who are working on the second-edition AD&D game rules, and by Roger E. Moore.

Cavaliers & paladins

At what level do paladins cast their spells?

Paladins get their first spell at 9th level and are treated as 1st-level casters at 9th level, 2nd-level casters at 10th level, etc.

Can a paladin voluntarily drop his protection from evil 10' radius in order to fight a devil or other creature from the lower planes? The illustration on page 23 of the *Players Handbook* would seem to indicate that this is possible.

A *protection from evil 10' radius* from any source will not hedge out a creature if the caster allows the creature to enter the area of effect. Once the circle is so broken, the creature can freely attack anything within the spells radius. Its attacks, however, are still at -2 "to hit," and protected creatures still get their +2 bonuses to saving throws. The *protection from evil* also continues to hedge out any additional creatures not voluntarily brought within the radius. If a creature subsequently leaves the circle (or the circle shifts so that the creature is outside the radius), it may not reenter unless the circle is voluntarily broken again. It is possible to break the circle accidentally, but some DMs may warn the paladin or spell-caster if this might happen, if the PC is specifically trying to avoid this. See *Manual of the Planes* for spell effects on other planes (as

is the case in that particular illustration you mentioned).

Unearthed Arcana says that cavaliers and paladins use pole arms and missile weapons only at high levels. How high is high enough?

A cavalier or paladin must be proficient in all the class's preferred weapons (see *Unearthed Arcana*, page 14) before he can become proficient in pole arms, bows, or other weapons not on the preferred list.

Do paladins receive bonus clerical spells for high wisdom?

No, only clerics and druids get them.

Clerics & druids

Can a druid choose the animal forms into which he will shape change on a given day — say, three particular bird forms?

Druids are limited to one mammal, one bird, and one reptile form per day; three of a kind isn't allowed.

Do druids get bonus spells for high wisdom, as do clerics? Are there other classes that get bonus spells?

Druids are clerics and do gain bonus spells for high wisdom. No other classes get bonus spells, including those that can cast clerical or druidical spells (like rangers, bards, and paladins).

Can a druid who was trained in a forested area identify desert plants or other flora in unfamiliar terrain? How about on other planets or planes?

This is up to the DM. The decision will depend upon the nature of the campaign world, how bright the druid is, and on how much knowledge his teachers have. One can certainly learn to identify plants one has never seen if one has access to reliable descriptions. A druid might also gain this information through research or from a sage. A 5%-per-level chance to know if a plant or animal is poisonous, edible, etc., is fair.

Now that dwarven PC clerics are allowed, can you reduce the starting age for dwarven clerics? There is no good reason to make PCs start in the old age category, especially when human clerics can be young adult or

mature at worst.

The AD&D game is one of choices. If a player wants to have a cleric character, he must choose between a relatively young human or a proportionately much older demi-human. The variation in starting ages can be explained by the ethnic differences between humans and demi-humans, which require a long period of initial training for demi-human clerics.

At what age does a drow cleric start play as a PC?

The same age as any other elven cleric; see page 12 of the DMG.

Fighters & rangers

A 20-year-old human fighter has a strength of 18/01. When he reaches the age of 21 (mature), he gains one point of strength. What is the fighter's new strength score?

The character's new strength score is 18/11. The additional point of strength equals 10% on the exceptional rating.

The rules say that fighters can get their strength bonuses with special bows. What kind of bows apply, and how much do they cost?

This is up to the DM, but we suggest that you require a composite bow. One local campaign figures the cost of such special bows using the base cost for the bow plus an additional and equal cost per bonus point of damage. Thus, getting the +1 hp damage for a 16 strength requires a bow of twice-normal cost, a +3 (for 18/01 strength) is triple-normal cost, etc. Another version of this type of bow is described in DRAGON issue #127, page 27.

One of my players says that fighters are allowed one attack for each level they have attained when fighting creatures with less than one hit die. I have looked through the DMG and can't find any such rule. Have I missed something?

Yes, you have missed a rule, but not in the DMG. Your player referred to the note in the *Players Handbook*, page 25, just below the Attacks Per Melee Round table.

What happens when a fighter who is normally allowed multiple attacks in a round fights creatures with less than 1 HD?

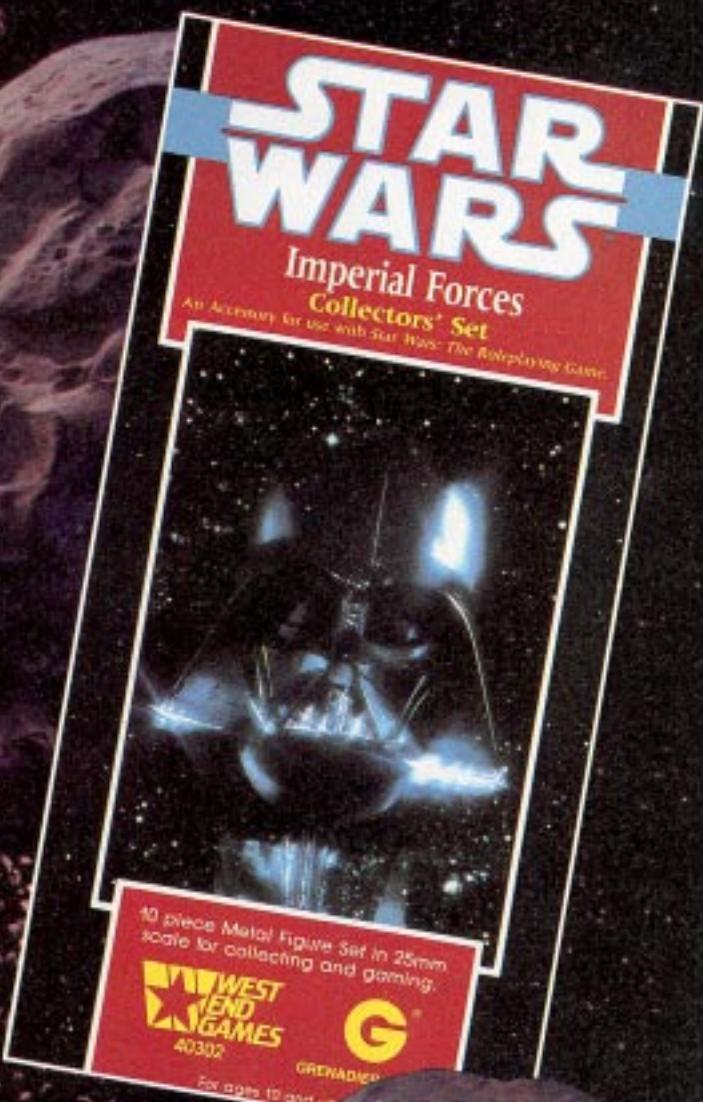
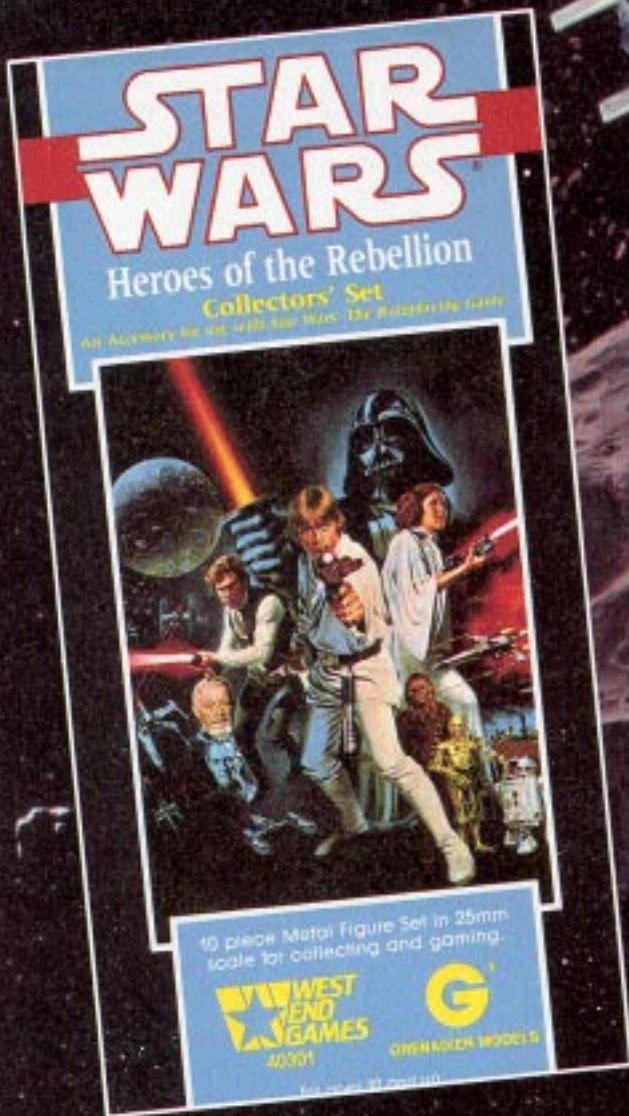
When fighting creatures with less than 1 HD, a fighter attacks a number of times per round equal to his level, his ability to make multiple attacks in other situations notwithstanding. Note that if there are more powerful creatures fighting alongside these weaker creatures, the fighter may opt to attack the more powerful creatures at his normal rate, but he may not make extra attacks against weaker creatures in the same round. Ω

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by Skip Williams

The Marvel®-Phile

A visit from the sage and Uatu™ the Watcher



Jeff Grubb's other duties at TSR, Inc., have prevented him from detailing more of the superpowered heroes of the Marvel Universe®—but "The Marvel-Phile" is back, with a little help from the "Sage Advice" sage and Uatu™ the Watcher.

What exactly is a FEAT roll, and when and how is it made?

The term FEAT is an acronym for Function of Exceptional Ability or Talent. A FEAT roll is made every time a hero tries to do something heroic, like dodging a bullet, bending a steel girder, or attacking an enemy. When a FEAT roll is to be made, the referee must decide which of the hero's abilities will come into play; a bare-handed attack, for example, uses the Fighting ability. Once this is done, simply turn to the Universal Table, find the column for the ability's rank, and roll the dice. For more information on FEAT rolls, see the Basic Set Battle Book, pages 6-7, or the Advanced Set Players' Book, pages 14-19.

On page 28 of the Advanced Set Players' Book, it says: "The character using a block may take no other action." What does this mean?

It means that a character blocking an attack cannot perform any other action that turn, such as moving, attacking, or defending himself in any other manner.

How do you convert a character's Resources rank into money in the new system presented in the Advanced Set?

You don't need to; that's why we use the new system. When a character wants to buy something, he attempts a Resource FEAT roll.

How did the designer arrive at the distances for the leaping table on page 24 of the Advanced Set Players' Book?

According to designer Jeff Grubb, this information was extrapolated from real-world numbers and existing game data.

Is there any way to detect invisible characters?

There are all kinds of ways. Successful Intuition FEATs will allow a hero to judge an invisible opponent's approximate location. Characters with acute senses of hearing or smell will also be able to locate invisible opponents. In addition, there are several common-sense methods. An invisible creature walking across dust or wet paint will leave visible footprints. A cloud of flour will coat everything in it, leaving visible outlines. Curtains will move when an invisible creature passes through them. The list goes on.

Just how big is an "area"? I've looked through several books and modules and have come to the conclusion that areas have no fixed size.

Areas do vary in size, though a "standard" area is 44 yards square. See the Advanced Set Players' Book, page 20, for more details.

Do player-generated characters use the Ability Modifier Table (on page 6 of the Advanced Set Players' Book) after they have generated their primary abilities? If not, when do you use the table?

New characters of any type do not use this table. The ability modifier table is used to modify existing characters. Consult this table when mutating a mutant, determining the effect of a serum, etc.

I've noticed that there is considerable variance in the rank numbers of characters with named ranks. I've seen characters with Monstrous abilities have scores as low as 63, but most published characters have scores of 75 when their abilities are Monstrous. How are rank numbers assigned to characters with named ranks? How does the rank number affect the Karma cost for Rank advancement?

A rank name covers a range of rank scores. The Monstrous rank starts at a low of 63 and goes to a high of 87. A newly created character starts with the lowest number for each rank (see the Advanced Set Players' Book, page 6). Pregenerated characters have standard rank scores (see the Advanced Set Players' Book, page 2). The full range of scores for each rank is given on the Universal Tables provided with the Advanced Set. In order to advance to the next highest rank, a character must first increase his score to the maximum for his present rank, spend Karma to raise that score to the minimum for the next rank, then spend an additional 400 Karma points. See pages 38-39 of the Advanced Set Players' Book for details.

What would the statistics of a giant prehistoric shark (a *Megalodon*) be?

The common shark is described on page 59 of the Advanced Set Judge's Book. The text suggests a +1CS in all physical statistics for Great White sharks, so a +2CS would be appropriate for a *Megalodon*, giving the animal the following statistics:

F	A	S	E	R	I	P
Rm	Rm	Am	Mn	Fb	Fb	Fb
Health: 185			Karma: 6			

Please send me statistics for my favorite characters and their enemies. [List with 1-100 names enclosed.]

This sort of letter is often sent to the "Sage Advice" column, where such statistics are not published. However, many Marvel characters have been published in "The Marvel-Phile" column here and in POLYHEDRON™ Newszine, as well as in the regular modules and rule books. An

index of these heroes and villains was published in DRAGON® issue #133, pages 88-93. Also check the MU1-4 Gamer's *Handbook of the Marvel Universe™* series, appearing this year from TSR, Inc. While we cannot send statistics for MARVEL SUPER HEROES® game characters to you, the statistics might appear in this column. Write to: The Marvel-Phile, c/o DRAGON Magazine, P.O. Box 110, Lake Geneva WI 53147, U.S.A.

The rules say that a falling character takes damage "equivalent to the distance" (Advanced Set Players' Book, page 21). What distance is this — the total distance fallen?

This refers to the character's current falling speed; if a character hits the ground while falling at a rate of 10 floors per round, he or she will suffer Good damage (10 points). Since the maximum falling speed is 20 floors per round, maximum falling damage is Excellent (20 points).

Can a character with a high Agility score move his full rate and attack in the same round if he makes a successful FEAT roll?

No. The only way for any character to move fully and attack is by charging, which is an Endurance FEAT.

Do characters get any bonuses when fighting hated enemies? For example, I notice Wolverine™ always seems to do exceptionally well when he meets Sabretooth™.

No. The extra ferocity Wolverine shows when fighting Sabretooth comes from his tendency to spend lots of Karma in order to defeat this archenemy.

Is there any limit to the number of personalities that Rogue™ can temporarily absorb?

This is unrevealed — Rogue hasn't exceeded her limit yet, if she has one.

A damage rating is given for the repulsors that Iron Man uses. Does this rating apply when he uses one or both repulsors? What about the damage rating given for his pulse bolts?

Two repulsors or pulse bolts do the same damage as one, but Iron Man gets a +1CS to his Agility rank when using each of these weapons as a pair.

Can gaseous life forms be attacked mentally?

Anything that has a mind — including gaseous life — is subject to mental attack. Very large gas beings might get a defensive CS simply because the "brain" is too difficult to locate or too far away for an effective attack.

How many troops guard Fort Knox? What kind of equipment do

they have?

This information is unrevealed. It's a sure bet that the troops guarding the Marvel Universe's Fort Knox are equipped with powerful armor, possibly Mandroid™ or Guardsman" armor (see MHAC-8 *Weapons Locker* for details).

How do you build an object from Class 1000 or better material?

This is beyond the power of any character except certain Asgardians or those who are lucky enough to stumble onto an unduplicatable formula by accident (such as the formula that created the shield Captain America® uses).

If a character has Body Armor of higher rank than an opponent's Phasing ability, can he attack while the opponent is Phasing?

Phasing characters are not subject to physical attacks. Such characters are insubstantial even if they are unable to Phase through an opponent. Note that energy life forms (see MA3 *The Ultimate Powers Book*, page 8) with Body Armor ranks that exceed the character's Phasing rank can successfully attack.

Is there an addenda available for MA3 *The Ultimate Powers Book*?

Addenda to *The Ultimate Powers Book* was published in DRAGON issue #122, page 82 — and the addenda to the addenda was published in DRAGON issue #134, page 88.

How can a character who has turned himself into electricity using the Body Transformation—Self power (S8, from *The Ultimate Powers Book*) make charging attacks? Since electricity has no mass, how can the character harm anyone just by moving into them?

The question is academic since Body Transformation—Self allows the hero to alter the type of matter in his body. Electricity is energy, not matter. To answer your question: Ever heard of lightning? Obviously, if the new form has no mass the character inflicts damage based on his current Endurance, not Body Armor, and you might wish to disallow slams or stuns (but electricity has been known to knock people head over heels).

I don't understand how to use the Regeneration ability (P9, from *The Ultimate Powers Book*). Just how fast does the character heal, and how is the ability rank applied?

Use the healing table on page 11 of the Advanced Set Judge's Book, but reduce the time required by the rank of the Regeneration power, as described on page 79 of *The Ultimate Powers Book*. Note that the character's Endurance rank determines the base rate of healing, and the Regeneration rank determines the amount that the healing is increased. Ω

Role-playing Reviews



The world of secret agents and spies has enjoyed great popularity in the media. James Bond, *The Man From U. N. C.L.E.*, *Mission Impossible*, and countless other programs and movies have pitted larger-than-life heroes against the forces of evil. In the fictional world of secret agents, spies engage in modern-day swashbuckling adventures. Car chases, underwater battles, and fights in ski resorts and other exotic locales are the order of the day. It's a world of high living and high adventure, where global peace and stability rest on the actions of a few highly trained secret agents. It's a genre in which the good guys rarely get hit (let alone killed), but enemy goons are regularly mowed down or blown to bits. In short, it's an ideal setting for a role-playing game.

Way back in 1980, TSR, Inc., released the TOP SECRET® game, which opened up the world of espionage to players and GMs looking for modern-day adventures. The TOP SECRET game, although fairly complex and rules-heavy in places, soon gained a small but dedicated audience. Its appeal lay in allowing players to engage in fast-action adventures in the mold of the James

Bond movies, and also in slower-moving but no less enjoyable detective-oriented adventures. However, the mechanics of the TOP SECRET game often got in the way of the fun, as players and GMs (Administrators) frequently stopped the action in order to check the rules.

Time has moved on, and the TOP SECRET game has disappeared from TSR's catalog. It has been replaced by the TOP SECRET/S.I.™ game, a completely new

system in which the rules do not impede the flow of play. But the TOP SECRET/S.I. game is not the only espionage RPG to have emerged since the original TOP SECRET game. Of these, the JAMES BOND 007 game from Victory Games is the most notable. Let's see how the JAMES BOND 007 and TOP SECRET/S.I. games shape up when it comes to providing heroic, fast-paced excitement in the world of secret agents.

JAMES BOND 007 game

Victory Games, Inc. \$12.95
Game design: Gerald Klug
Development: Gregory Gorden, Gerald Klug, Robert Kern, and Neil Randall
Editing: Michael E. Moore
Graphic design: Ted Koller

The JAMES BOND 007 game appeared in 1983 with the goal of recreating the thrill of the James Bond movies. As might be expected, it contained rules for obligatory car chases, combat, and that very formidable weapon of Bond — the ability to seduce members of the opposite sex.

Background: In the JAMES BOND 007 game, players take on the roles of members of M.I.6, the British Secret Service. Information on M.I.6 is provided to help the GM orient the player characters in their roles and to give guidance on how the GM should role-play M, the head of the organization. The background is firmly rooted in the various James Bond movies. This is not a game designed for spies from other organizations or countries, although the system could be altered to do so if desired.

Presentation: The Basic Game comes in a 160-page softbound book, along with

12 character sheets and a set of dice. It provides a comprehensive treatment of the rules and background. The rules are split into players' and GM's sections. The players' section lays down how the various rules work in general terms and also contains extensive commentaries for the GM (in the form of sidebars) on how the rules are used in play. This useful addition makes it easy for the GM to look up rules during a gaming session.

The physical quality of this game is good; it contains only a few poor illustrations. The pictures of Bond contained in the book portray him as a cross between Roger Moore (the actor) and Sean Connery, with a hefty dose of Ian Fleming's description of his hero.

Character design: This is the most involved part of the game. To create a character, each player allocates a set number of points to appearance and attributes. No random rolls are involved, which ensures that players end up with characters that they want to play. As a result, there's no whining about having a pathetic strength score when a player really wants to play Mr. Universe. If a player wants to spend the points, he can be really strong – but will suffer in some other area.

The number of points available to each character is up to the GM. Depending on how the GM wishes to structure the campaign, characters can be rookies, agents, or "00"s. Beginning players and GMs are advised to start with rookies, but if everyone's itching to create a character as good as James Bond, there's nothing to keep them from it.

Points are spent to buy attributes; the higher the attribute, the more it costs. In addition, players have to spend points to determine their heights and weights. Here, a character has to spend lots of points to be average. Having a height of 6'6" or 5'2" only costs 30 points, but being a mere 5'10" costs 200 points. The reason for this is Fame: a measure of how easily the character is recognized by enemy and friendly NPCs. The more unusual an agent looks, the more Fame Points he has. A character of normal appearance starts with no Fame Points but pays a high price in Character Generation Points. On the other hand, if a player wants to put together a cheap character in terms of Generation Points, the character is going to amass a whole load of Fame – not always a good thing.

Level 1 skills are bought at a basic cost of 100 points. It costs an additional 20 points per level to increase skills to higher levels. A character's Primary Chance (the base number needed for successful use of a skill) is calculated using a character's attributes. Some skills use one attribute, others an average of two attributes. For example, the Demolitions skill equals Intelligence plus the skill level; the Fire Combat skill equals the average of Dexterity and Perception plus the skill level.

In addition to skills, all characters have three abilities: Connoisseur, First Aid, and

Photography. These are all rated at 20 and can never be improved. They are included to give characters a "Bond" feel, giving essential background to characters without costing them any points. Why they could not have been listed as skills and gained in the same way is not readily apparent. Surely no group of agents is going to go on a mission without first acquiring First Aid, and if they are going to take photographs, some knowledge of Photography is essential. The Connoisseur ability could also have been worked into the game to make it an essential part of missions. It would have been just as easy to make PCs spend a certain number of Generation Points on acquiring these abilities, instead of making them mandatory and set.

To add depth to characters, a number of weaknesses are available. These run from attraction to members of the opposite sex to a dependence on liquor. Taking a weakness gives a character 50-125 extra Generation Points to play with. Weaknesses result in a character being subject to fear or becoming distracted during missions. Weaknesses are a nice touch and add a lot to character personalities, providing handles to flesh out characters.

If desired, a character's previous employment can be filled in. This covers the kinds of activity a character was involved in before joining M.I.6. and provides extra Generation and Fame Points. Fields of experience are also gained, covering knowledge of chemistry, computers, forensics, and various hobbies and sports. Unlike skills, fields of experience do not depend on successful dice rolls to be used; either the character has the ability or not. This is another area which could easily have been included within the skill system, thereby cutting down on the number of rules.

Game mechanics: The key to the JAMES BOND 007 game lies in the Quality Results Table. This uses percentile rolls to determine whether characters are successful in certain situations, and to determine the degree of their successes.

The table covers a range of 1-300. Any action involving skills or abilities requires a roll on this table. The number required for success is produced by multiplying the Ease Factor (a measure of the tasks difficulty) by the character's Primary Chance (his basic ability to perform a task). Average tasks have an Ease Factor of 5; a character's Primary Chance is thus multiplied by 5 to find the part of the table on which it is rolled. For example, James Bond has a Driving Primary Chance of 25 when he carries out a standard driving task; thus, he rolls on the 121-130 (25 × 5 = 125) row of the table. How well he does depends on his dice roll; a roll of 1-13 results in a spectacular success, a roll of 66-99 means he succeeds in the task but without any great flourish; a roll of 100 is always a failure. Results are graded from 1-4: 1 is a spectacular success (such as the

1-13 roll above), and 4 is merely passable (the 66-99 result above). By altering Ease Factors to suit the situation, the difficulty of a task can be greatly altered. An Ease Factor of 1/2 represents a task that is next to impossible, and 10 represents a very easy task.

This system, while allowing for a wide variety of actions, relies on a lot of table checking. First, the success chance range is determined, then the dice are rolled to find the level of success. While not overly complicated, the Quality Results Table does add an extra stage to the proceedings, which can slow things down a bit. This wouldn't be so bad if there were not so many tables scattered throughout the rest of the rule book. To find out what kind of damage a Quality 1 result does in fire combat, check the Fire Combat Table. To see what it does in hand-to-hand combat, check the Hand-to-Hand Table. With tables for persuasion, interrogation, games of chance, repairs, etc., a lot of time can be spent flicking through the rule book.

Apart from the table checking, combat is fast and effective. To avoid clocking up Fame Points, agents should refrain from firefights whenever possible, as 5 Fame Points are gained each time an agent kills a minor character and 15 Fame Points for killing for a major villain. As no Fame Points are gained for knocking an enemy out, it's best to engage in hand-to-hand combat to stay anonymous.

To pull off the spectacular stunts seen in the movies, agents have access to Hero Points. These allow the quality rating of any action to be altered. By spending a Hero Point, a player can increase his agent's chance of success, thus allowing the character to sweep his Aston Martin round a tight bend or reduce the amount of damage inflicted on him by an NPC. They can also be used to affect the environment around an agent. If an agent needs an electrical wire to toss into a bath in order to kill an enemy agent, the player spends a Hero Point and there's a wire at hand. To avoid being recognized in a casino, the player spends a Hero Point and the enemy agent may not even notice the character. To give the villains a chance, they get Survival Points. By spending one of these, an NPC can reduce the amount of damage done to him, allowing him to escape or continue fighting.

Hero Points are gained each time an agent receives a Quality 1 result (except in hand-to-hand combat or firefights). Thus, the more proficient an agent is, the quicker he gets Hero Points. They can also be given out as rewards by the GM for successfully completing missions, as are Experience Points. Each mission earns an agent a base of 500 Experience Points. This number is doubled if the agent is of "00" rank and halved if of rookie rank. Successfully completing a mission doubles these values, and flunking a mission results in the total being quartered. This system is a little strange, as higher skill levels cost

more points, but the agents with the higher skill scores (the "00's) get more points to spend — a situation that tends to cancel out the point of making higher skill scores more expensive. Apart from skill levels, agents can spend Experience Points on gaining new skills, increasing attributes, getting rid of Fame Points, or persuading Q to lend them equipment.

GM's tips: All the basics are here, from designing a mission and creating the major villain to the actual running of an adventure session. The emphasis is very much on how to create James Bond adventures: glamorous locations, beautiful women and handsome men, villains out to destroy the world (or at least further their own despicable ends), and plenty of action and excitement. A set of tables makes it easy to create NPCs; this provides plenty of inspiration for creating adventure scenes. These tables are an excellent source of ideas which ensure that no mission will ever be dull.

If the GM wants to stage an adventure in Rio de Janeiro or Hong Kong, then the Thrilling Cities section of the book is a good place to look. Featured here are six cities, complete with maps and local information. No James Bond adventure would be complete without a visit to a casino, and the section on casinos lets players spend an evening role-playing around a roulette wheel. This background informa-

tion adds tremendously to the game and greatly eases the GM's work load when running and designing adventures.

Introductory adventure: A solo adventure, *The Island of Dr. No*, teaches players the rules and gets straight in to the fun. The adventure flows fairly well until any combat occurs; then players have to dive into the combat rules to resolve it. This is not a great problem in itself, except that players are advised to play the adventure before reading the rules!

Evaluation: The JAMES BOND 007 game is a good, action-packed system that neatly captures the flavor of its subject. The need to refer to numerous tables during play tends to slow the action down, but the Hero Point system allows agents to perform just like 007 himself. To anyone looking for a game firmly based in the Bond mythos, the need to check tables proves to be a minor inconvenience, but for anyone looking for easy-to-use mechanics, the JAMES BOND 007 game is not an ideal choice. This is available from: Victory Games, Inc., 43 West 33rd Street, New York NY 10001, U.S.A.

TOP SECRET/S.I.™ game

TSR, Inc. \$15.00
Game design: Douglas Niles
Development and editing: Warren Spector
Graphic design: Ron Bradford

Although sharing a similar name and covering the same topic as its predecessor, the TOP SECRET/S.I. game is a completely new design. Simple but effective rules replace the cumbersome mechanics of the original and allow agents to get on with their missions with a minimum of fuss.

Background: It's 1988. Across the world, agents of the WEB promote terrorism, crime, and revolution. Serving no political ideology, the WEB is dedicated solely to furthering its own corrupt ends — the acquisition of wealth and political power. No country is free of its influence; the power of the WEB stretches everywhere. But the schemes of the WEB do not go unopposed. One organization is dedicated to putting an end to the WEB. This is ORION, a group of brave secret agents who regularly risk life and limb in an effort to make the world a safe place in which to live.

This is TSR's official background to the new TOP SECRET/S.I. game, a background that is presented in the rules and will be elaborated upon in future supplements and adventures. But the TOP SECRET/S.I. game is not restricted to this background. It is quite possible to use the rules for a wide range of modern-day campaign settings: private eyes, law enforcement, mercenary campaigns, or real-world espionage featuring the CIA and the KGB. And that's not all, for the rules can also be used to play games set in the 1920s, the 1930s, World War II, or the late Victorian era.

The TOP SECRET/S.I. game is very flexible. All that is required is a GM willing to carry out the minor adjustments needed to make the transition and do some research into the new setting. It is to TSR's credit that the rules are so flexible, and future supplements will indeed be opening up new areas to the players. Supplements covering the 1930s world of TSR's AGENT 13™, modern antiterrorist missions, and comic-book superspies with special physical, mental, and technological abilities are all planned for release this year. Watch for future reviews on these topics.

Presentation: The TOP SECRET/S.I. game comes as an impressive package. In the box are a 96-page Players Guide, a 64-page Administrators Guide, a 16-page Equipment Inventory booklet, a 24-page Settings & Scenarios booklet, a large map featuring various common locations (a hotel, an airport, an office, and a few others), a sheet of colorful cardboard figures, six Character Dossiers, an Administrator's Screen, and a set of dice. The physical quality of this package is high, and the rules are set out in a fashion that is easy to assimilate.

The core rules provide the basics for play; sprinkled throughout the book are a number of optional reality rules that add more detail and complexity to the game. If players want them, they can use them; otherwise, they can ignore them or use only those that appeal to their tastes.

Character design: The good news is

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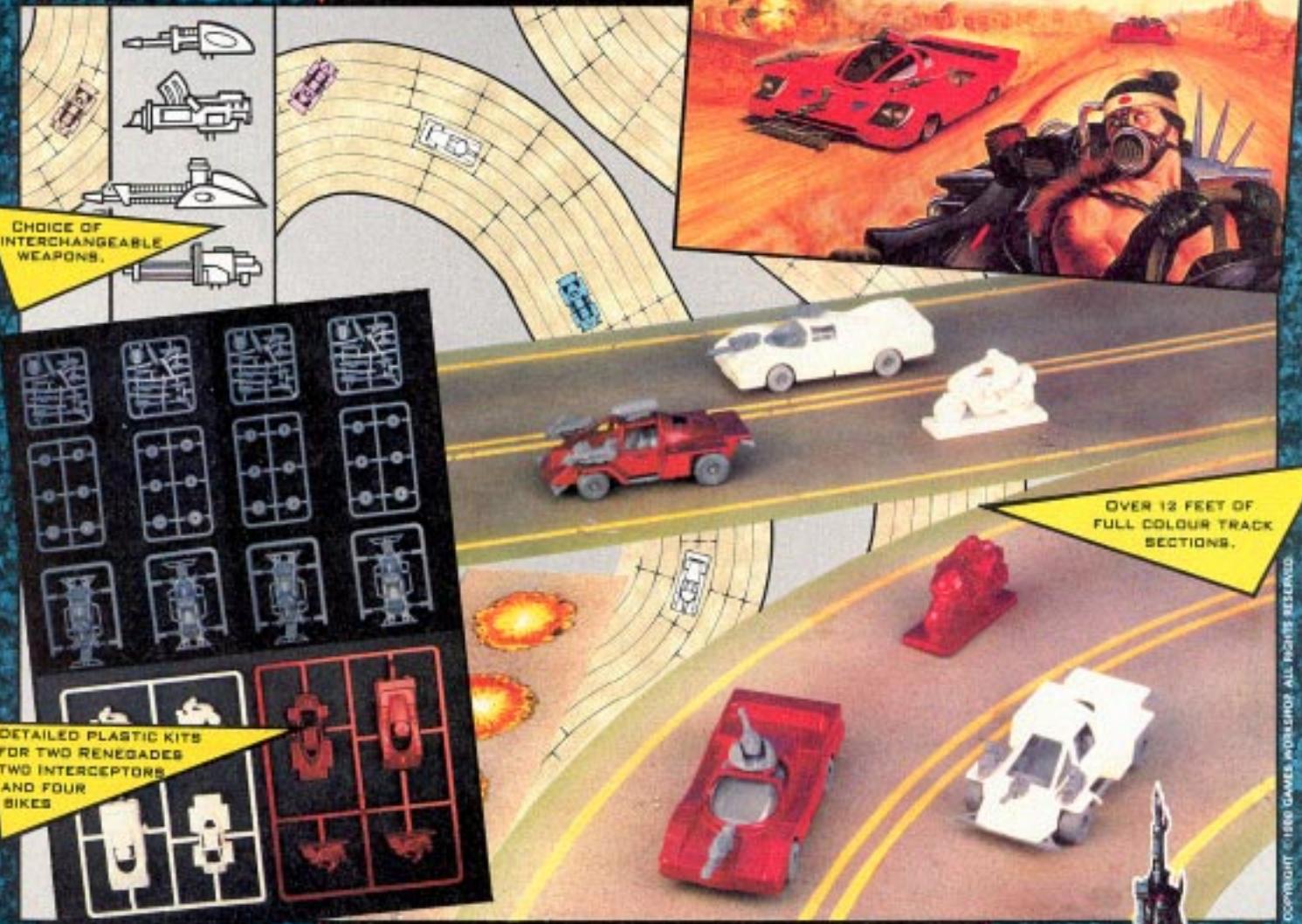
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that the character-creation system turns out interesting agents with lots of good role-playing hooks. The bad news is that character creation takes a long time. First, attributes are generated randomly, then adjusted so that the total of the attributes added together equals 275 (more if the player rolled his dice well). A character's appearance, race, and age are then selected by the player.

Under the optional rules, a player also decides on his character's personality — how cruel, sane, loyal, passionate, pious, and selfish that character is. By carrying out this simple procedure, a character's personality is neatly defined. Couple this with the suggestions given for tags or mannerisms and much more is produced than the collection of numbers that defines a character in so many other role-playing games. And that's not all, for players can also choose a number of advantages and disadvantages for their characters. Advantages give characters acute hearing, attractive appearance, good balance, sixth sense, wealth, and a host of other things to make characters that much better. But it's not all roses; agents have got to have at least one disadvantage as well. Disadvantages (such as chemical addiction, hearing impairment, lechery, and uncouthness) drop agents back into the real world but give them depth.

So far, it's quick, easy and fun. Now we

get to the tricky part: spending skill points. Each character has 30 points to spend on skills. How these are spent depends on the type of background chosen by the player: military, professional, worker, entertainer, or the catchall "other" category. Basically, military types have to allocate more of their points to combat skills, whereas workers spend more on mechanical skills. Skills are rated in 6 levels, 0-5, with each level costing a certain number of points depending on the skill (no across-the-board skill-point costs here). Some skills have prerequisites that must be taken first. For example, to have the Pistol skill, one must first take the Basic Firearms skill.

As in the JAMES BOND 007 game, the base chance of success for a skill is determined using the character's attributes (each skill is directly related to an attribute). A level-0 skill can usually be used at the attribute's value (some at half value). For example, a character with a level-0 Pistol skill rolls against his Dexterity to see whether he hits. In most cases, each extra level of skill adds +5 to the attribute (some skills add +10). For example, a character with a level-2 Pistol skill has a Pistol skill of Dexterity +10.

Selecting skills is not difficult. It takes a fair bit of time to read through the vast number of skills available, select the ones wanted, and write them on the character sheet. Once this is done, players buy some

equipment and are ready to roll.

Game mechanics: These are neat and simple. They involve finding the agent's skill score, then rolling some percentile dice to see if the agent succeeds. Modifiers are added according to the difficulty involved; this can result in rolling at one-quarter or one-half of the agent's skill value, and adding or subtracting modifiers according to the conditions. This is all very neat and requires very little table checking. The halving and quartering of skill values allows the GM to impose difficulty modifiers easily and helps the game move at a rapid pace. When using a skill, a roll of 00-05 results in a Lucky Break — something good happens that enhances the skill use. Conversely, a roll of 95-99 results in a Bad Break — the character's gun jams or a vehicle goes out of control. Easy to remember and use, these mechanics keep the game moving and supply an extra edge of excitement.

The combat system neatly and effectively covers such things as hit locations, bruise damage, and critical hits. Characters with combat skill levels of 1 or more may "bump" their shots or blows from one location to another, allowing them to hit more vital body areas or merely wing opponents. Play is fast and furious, and can be deadly in its results. Nevertheless, it is offset by the inclusion of Luck Points. PCs and major NPCs can alter the results of hits and other mishaps by spending Luck Points. For instance, instead of having his head blown off, an agent could simply end up being grazed. Luck Points supply a good edge for PCs and can be used by the GM to allow important NPCs to survive or escape capture. Player characters never know how many Luck Points they possess (only the GM knows), so trusting too much to luck could be fatal if the points run out at a critical time. Unfortunately, the number of Luck Points each character begins with is not covered, but 1-4 seems like a reasonable number. [This was covered in DRAGON® issue #136, "The Game Wizards." The correct starting number of Luck Points is 2-7.]

Another area where the rules are lacking is in recovery from bruise damage. While the healing of wounds is covered, the length of time it takes to restore body points lost by wounds is not. Possibly these are recovered at the rate of one per day? [This problem, too, is discussed in issue #136's "The Game Wizards," in some detail.]

One to four Experience Points are earned at the end of each mission. These can be used to increase skill values and attributes, and to buy extra Luck Points when they are gone (in which case, 1-4 more are received).

GM's tips: The Administrator's Book takes GMs through conducting a game session — entertaining the players, presenting them with challenges, designing and playing NPCs, and structuring adventures and campaigns. This is invaluable

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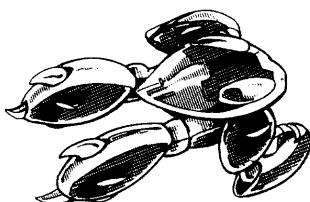
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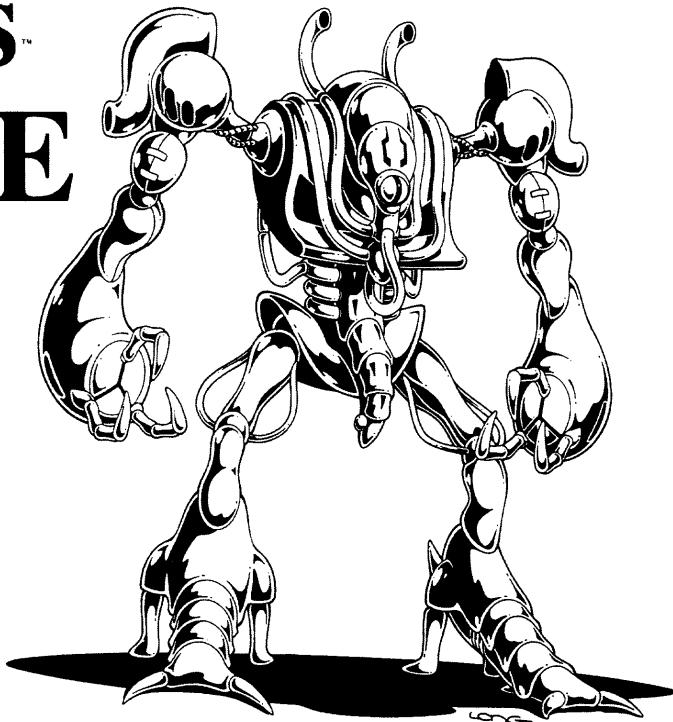
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information which provides all that a GM needs to know.

The section on designing adventures is exceptionally good. It discusses how to make adventures fit the players' styles of play. (For instance, don't give them lots of detective work if they like shooting the opposition, but make sure that players who enjoy a good investigative adventure have plenty of opportunity to use their role-playing skills.) This section provides good, clear, sensible advice that will ensure that every game session contains something for everyone.

Introductory adventure: The introductory adventure makes good use of the maps and settings provided in the Settings & Scenarios booklet and on the large map

sheet. It introduces players to the ORION organization and pits them against one of the WEB's schemes. The adventure provides an excellent mix of detective work and combat, and it flows pretty well. The information available to the players gets a bit scrambled in a few places, but a careful reading by the GM will allow the few existing bugs to be fixed.

Evaluation: With its versatile and effective game system, the TOP SECRET/S.I. game is a vast improvement on its predecessor. Furthermore, it rates as one of the best modern-day role-playing games available. Its easy-to-use mechanics make for fast and furious action, while at the same time allowing players to indulge in all kinds of espionage adventures.

Short and sweet

To keep to our theme, this month we take a look at some of the accessories available for the JAMES BOND 007 and TOP SECRET/S.I. games.

Thrilling Locations, by Robert Kern. Victory Games, Inc., \$9.95. In this supplement is detailed information on casinos, hotels, restaurants, trains, boats, planes, and airports. Each location comes complete with floor plans, an encounter matrix for use within the location, commonly encountered NPCs, and detailed descriptions of a few selected locations.

Although written for the JAMES BOND 007 game, this book can easily be used for any role-playing game with a generally modern setting. The floor plans are well designed, and the background information is worth its weight in gold. With this book, every stay at a hotel, visit to a casino, or journey will be full of surprises and things to do. This is highly recommended as a source of information and ideas.

TSAC1 *The G4 File: Guns, Gadgets, and Getaway Gear*, by Merle and Jackie Ras-

mussen. TSR, Inc., \$8.95. This 96-page book is an expansion of the Equipment Inventory found in the TOP SECRET/S.I. game box. It features surveillance equipment, space-exploration gear, a whole load of firearms and special weapons, and enough different types of vehicles and aircraft to keep any player or GM happy. Of note is the section on the special devices and processes that may one day be available but which currently are of an experimental nature. Attaining access to these experimental devices, or stopping WEB agents or other baddies from getting their dirty hands on them, could form the basis for a wide range of adventures.

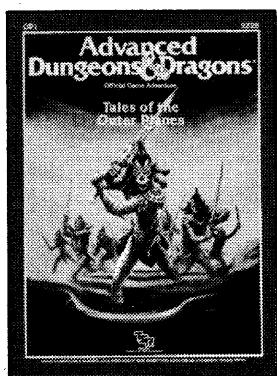
TSAC3 *Covert Operations Source Book*, by John Prados. TSR, Inc., \$7.95. In keeping with the TOP SECRET/S.I. game's versatility, this source book covers the operations and organizational structures of the CIA and KGB, and gives the low-down on real-life spies — including the histories of all the major spy cases of recent years. It provides plenty of ideas for GMs to translate into gaming sessions. Whether the player characters are CIA or KGB members, or whether they simply encounter these organizations during the course of their missions, this pack provides invaluable background information for anyone running a modern-day RPG campaign.

TS1 *Operation: Starfire*, by Tracy Hickman. TSR, Inc., \$5.95. This adventure, while having a very good James Bond feel about it, is a disappointing start to TSR's TOP SECRET/S.I. game line. Although offering plenty of action, opportunities for the agents to engage in detective work are poorly developed. Instead of laying out the situation and background clearly, the adventure assumes that the agents will do exactly what the designer intends. More development of the settings, plus more attention to detail and the inclusion of maps for the major encounter areas, would have gone a long way to making this adventure flow more smoothly. As it stands, the adventure zips along but leaves no space for the agents to think for themselves. If the GM is prepared to put in a bit of work or shamelessly steamroller the players down the straight and narrow path, this adventure is worth a look.

TS2 *The Doomsday Drop*, by Tracy Hickman. TSR, Inc., \$5.95. Unlike *Operation: Starfire*, this second TOP SECRET/S.I. game adventure is nicely plotted and presented. Background information and tips for running the adventure are clearly ordered, making this much less of a headache to run. Also, more emphasis is placed on the players' role-playing skills as they bluff their way onto a Soviet submarine and attempt to uncover the WEB agent on board. *The Doomsday Drop* is an excellent combination of role-playing and action.

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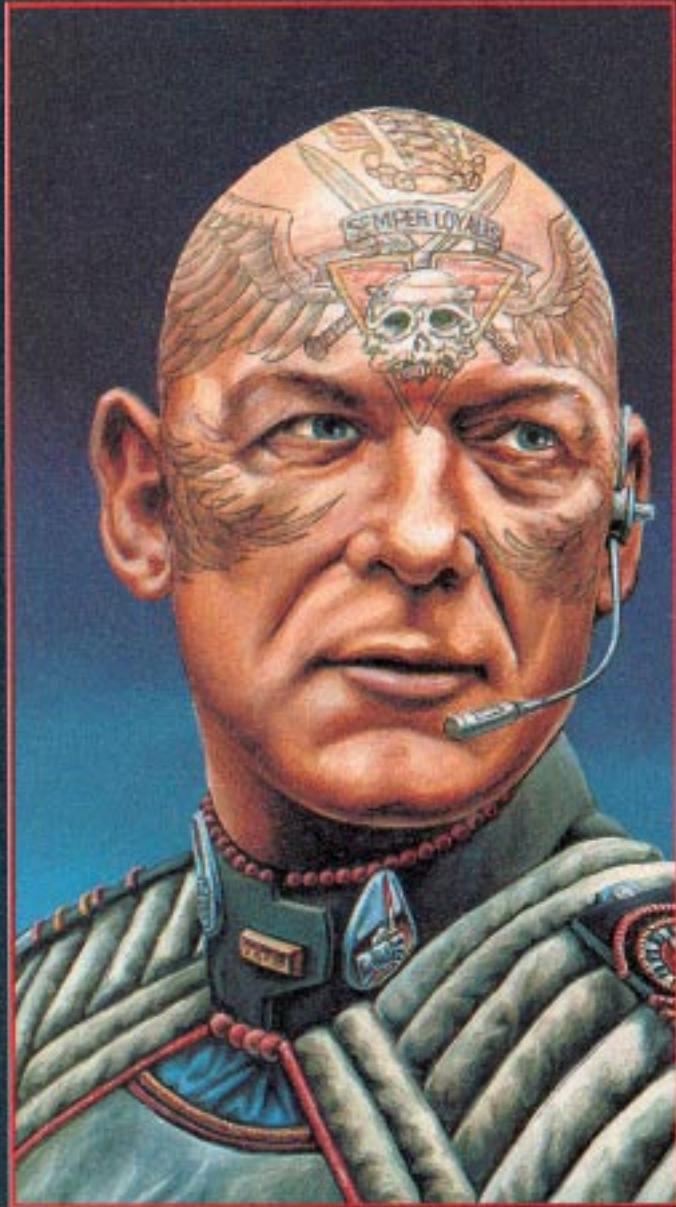
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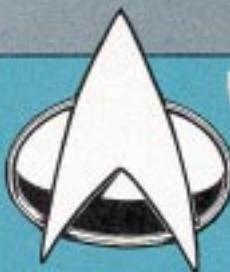
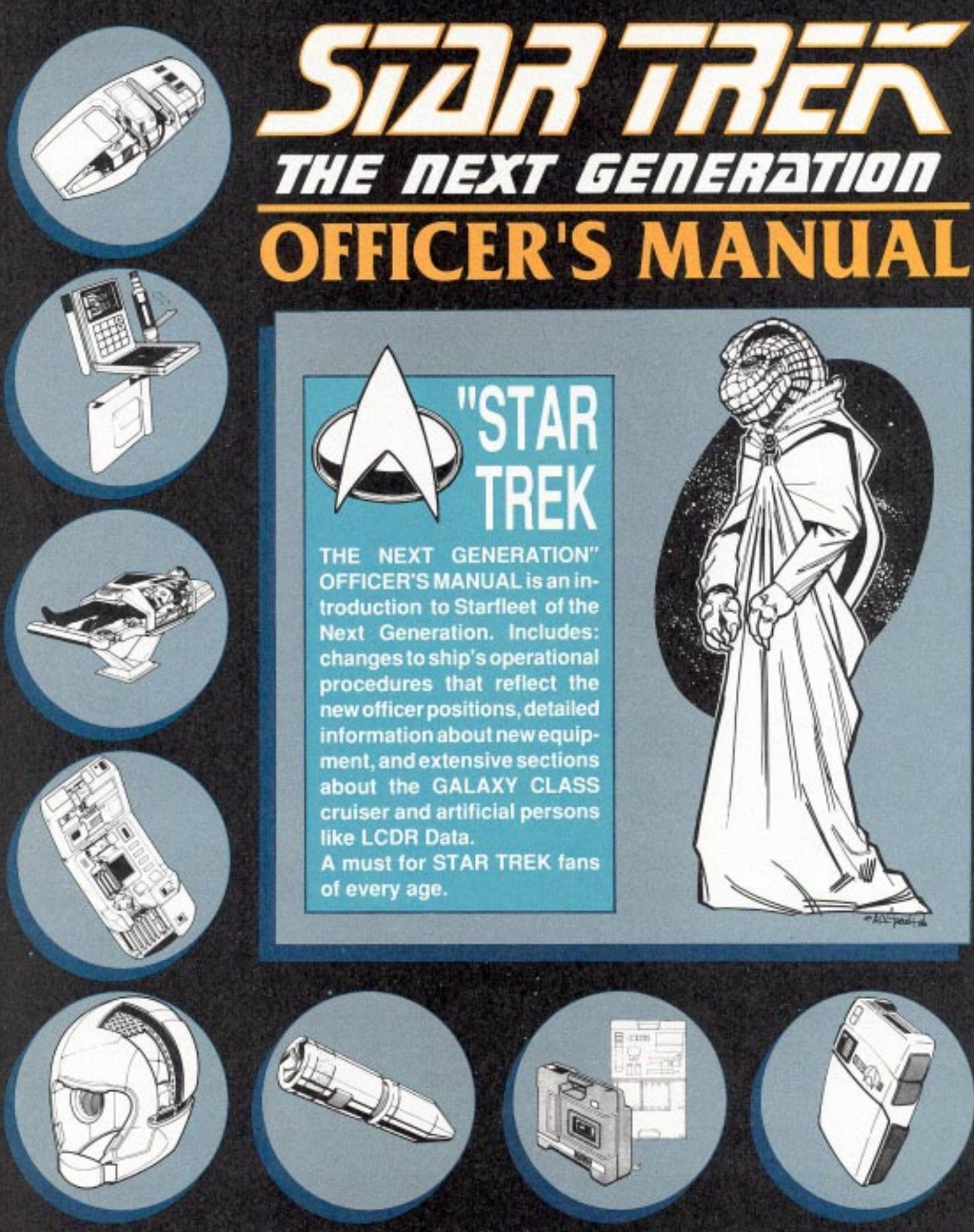
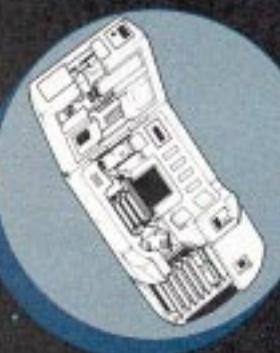
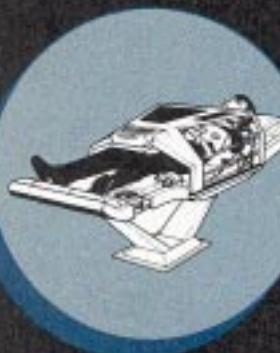
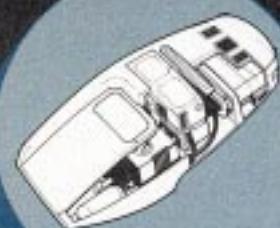


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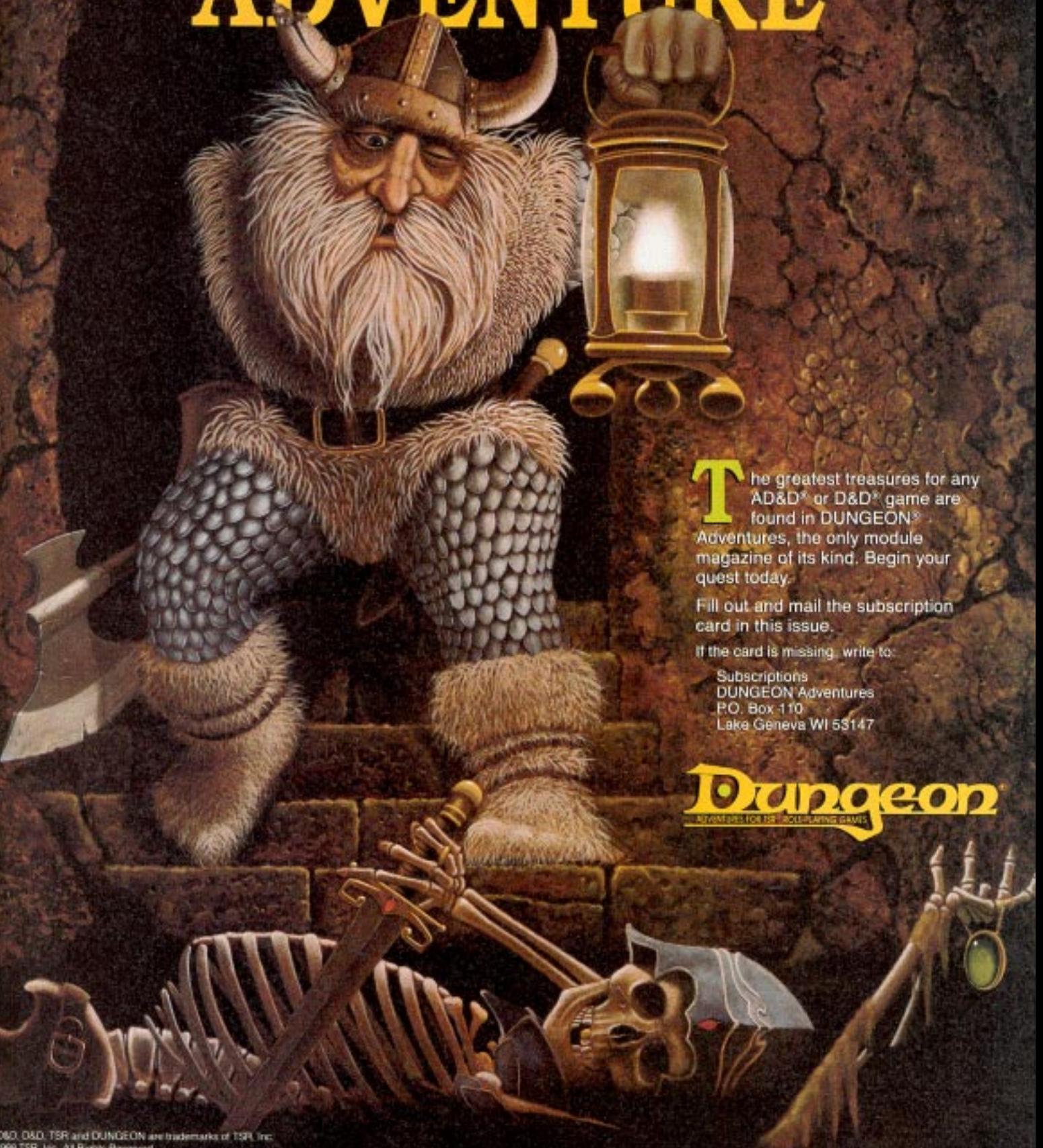
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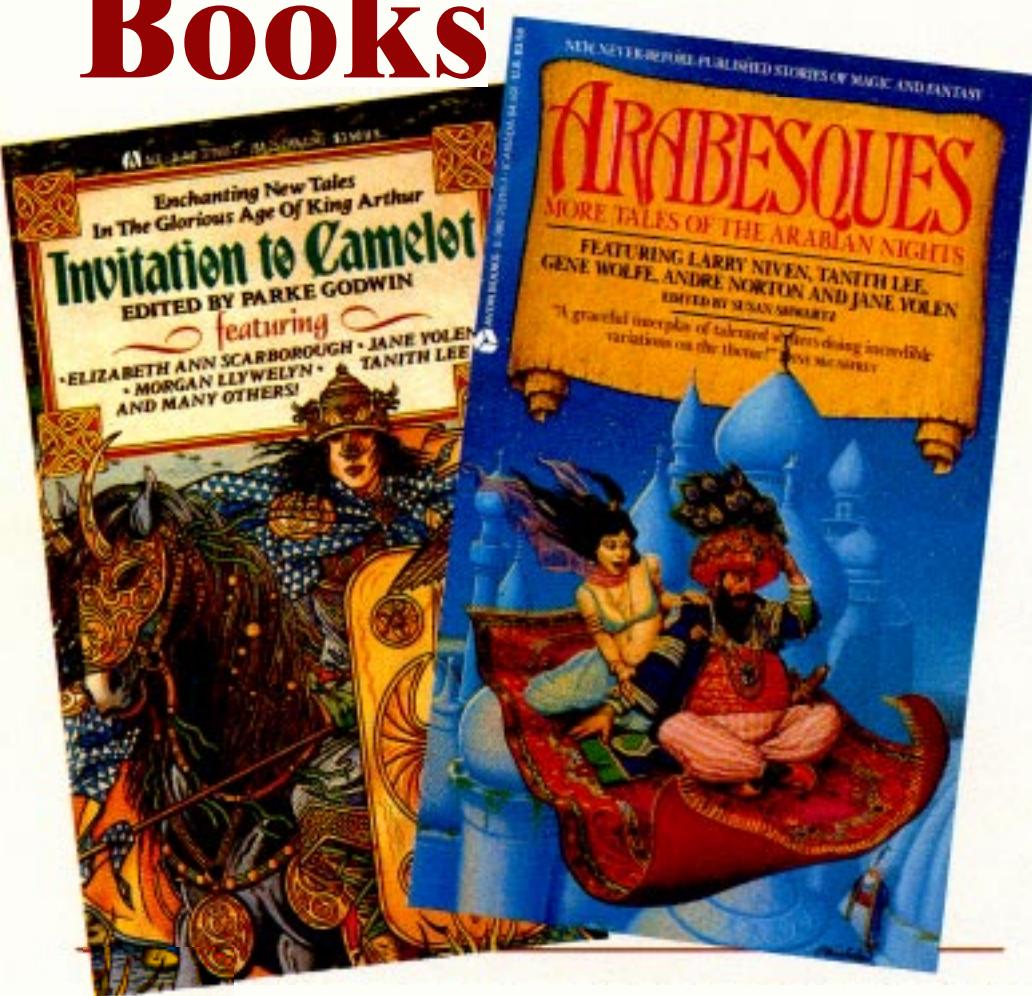
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To publishers and students of all ages, "anthology" is a dirty word. Publishers know that anthologies don't sell. Students (especially English students) know that anthologies are supposed to be good for them, and so they avoid them as if anthologies were nutritionally sound breakfast cereals. "Shared worlds," on the other hand, are a publisher's gold mine and a treat for the reader. Therefore, *Arabesques* and *Invitation to Camelot* are obviously shared-world books.

Evolution, however, has been at work. None of the stories in these two collections

connect with one another, although those in *Invitation* draw upon common Arthurian characters, and *Arabesques* employs an ongoing narrative as a framing device. The proper technical term for these volumes is probably "shared setting."

The important thing is that the 11 stories in *Invitation* and the 13 tales in *Arabesques* are uniformly excellent — good enough to make both books among the very best gatherings of original short fantasy available. Where series such as *Liavek* and *Merovingen Nights* are reliably entertaining, Susan Shwartz's and Parke Godwin's collections are authentically memorable.

Of the two, *Arabesques* is the stronger volume. Editor Susan Shwartz has three earlier collections to her credit, and she provides an engaging framing story involving a knight of the Crusades marooned in

the magical East. In addition, she has coaxed a remarkably well-textured style from her contributors — all 13 adventures resonate with a storyteller's voice rather than a writer's, yet each has its own tenor as well. Authors represented include Andre Norton, Larry Niven, and Gene Wolfe, and the familiar (though diversely portrayed) djinni are joined by a multitude of magical birds, shape-shifters, and evil sorcerers. *Arabesques*, like a trustworthy djinn, is both a rarity and a wonder, and is a worthy addition to the canon of the Arabian Nights.

If *Invitation to Camelot* is less resonant, the difficulty lies not with the stories but with the nature of the concept. Arthurian England is smaller and less populous than the elsewhere of the mystical East. Instead of combining threads to produce a single grand tapestry, editor Parke Godwin must offer several smaller weavings, spun by artists viewing the same world from different angles.

That doesn't prevent the stories from being well crafted or otherwise distinctive. Elizabeth Scarborough's sly yarn of a Camelot invaded by Freudian pop psychology is the most unusual (and the least "practical" for campaign builders), but there is wisdom hiding behind its cleverness. Several authors (including Godwin, Jane Yolen, and Sharan Newman) add to their own bodies of Arthurian lore, while others weave new legends out of leftover strands of the old. The result is less exceptional than *Arabesques*, but the stories still range from good to very good. Two striking poems and a thoughtful but misplaced analytical essay complete the volume.

Pure comparison of the two collections, though, misses the real point — which is that the very existence of this many good short stories all in one place is a phenomenon to be admired and encouraged. Whether they are called anthologies or shared worlds, both *Arabesques* and *Invitation to Camelot* offer evidence that the much-heralded death of short fiction may be as greatly exaggerated as Mark Twain's death ever was.

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By and large, I'm not a fan of novels about near-future totalitarian states. Despite the striking cover art, I might easily have passed up *Resurrection, Inc.* had I merely noticed it on a bookstore display. Luckily, the situation didn't arise; the manuscript arrived in the mail not long after a chance meeting with the author. The story lives up to its arresting cover, cleverly twisting two different extrapolations (one in bioengineering, the other in sociology) into a solid science-fictional whole.

Anderson's world, on the surface, looks like an admirable setting for a near-future

RPG campaign. Early action focuses on the cool and efficient Enforcers: elite, self-appointed police sworn to keep order in a society whose technology has outpaced its wisdom. Resurrection, Inc. holds a monopoly on the process of reanimating dead bodies into relatively cheap organic robots — which is good for corporate profits, but not so good for the displaced living labor force. Enforcers therefore spend a lot of time breaking up riots and chasing down anti-Resurrectionists.

But is the technology as benign as it seems? It quickly develops that memories may survive in supposedly dead brains. One especially dangerous set of memories may be buried in Danal, a reanimated man with close ties to both the masters of Resurrection and those of Neo-Satanism, a made-up religion that has become the most popular cult in history. Questions of memory and identity lead to the unveiling of an ingeniously hidden rebel movement whose members seem as tailor-made for role-playing as the Enforcers.

Anderson has done a very credible job of playing all the consequences of his speculations against each other and of giving a fair hearing to all sides of the issues he raises. Most complaints will concern the fate of technician Rodney Quick, who seems meant to play a larger part than he is eventually given. Merely raising the point, though, acknowledges Anderson's skill in crafting the character. ("Aha," the author chuckles, "that's just how I wanted them to react!")

The very thoroughness of the creation — and Anderson's decisive resolution of the conflict — make the world of Resurrection, Inc. an excellent setting for a novel and a less-than-ideal setting for a game campaign. RPG worlds need strong, stable classes of characters and fairly constant cultures, while Anderson's story concerns an essentially unstable society in which individuals must break out of their stereotypes in order to prevail. It's a story that is well told and well worth reading.

But diehard idea-transplanters can continue to hope. The letter that arrived with the manuscript was typed on the back of an early page from Anderson's next novel. That book, to be called *Gamearth* as I write this, promises to involve adventure gamers in a genuine fantasy quest — and the single page that slipped into my hands looks highly promising.

TALES OF ROBIN HOOD

Clayton Emery

Baen 0-671-65397-0 \$3.50

The first question to ask about *Tales of Robin Hood* is "Why?" Clayton Emery's decision to retell the Robin Hood legend carries with it an obligation to make the retelling distinctive by providing some new vision of or insight on the tale, or at least by improving on earlier versions.

In most cases, that's not hard — the viewpoint can be shifted to a different character, the scene can be shifted to

another time and place (for example, movie buffs know that *The Magnificent Seven* is based on a classic samurai film), and so on. But Robin Hood presents a special problem in that almost all the popular literature about him tells virtually the same story — Emery's version included. As a result, the success or failure of any given Robin Hood tale depends almost entirely on style and tone, not on plot or content.

That's a problem, because Emery's approach to his material contains a major contradiction. While his portrayal of life in Sherwood Forest attempts to emphasize down-to-earth realism (there are wives and children among the Merry Men, and the woodlore is sharp and convincing), it is mixed with a brand of magic that simply doesn't fit the setting. There is precedent for Herne the Hunter in other adaptations, but not for Puck (drawn whole from Shakespeare and Kipling), not for the apparent depth of power wielded by the Sheriff of Nottingham's hired witch, and not for a major shape-changing incident near the climax.

The magical elements might be less annoying if the story were more focused, but Emery has tried to pack as many of Robin Hood's exploits as he can into the book — from a side trip to the Crusades to separate subplots involving King Richard and a false Robin Hood. The result is a narrative that is alternately swashbuckling, earthy, and darkly mystical, yet unable to sustain any of the three moods consistently.

Although *Tales of Robin Hood* cannot be counted successful, neither should it be reckoned a complete failure. Emery's portrait of daily life in Sherwood Forest is perceptive and practical, and suggests that he might prove a credible novelist if given his own characters and settings. This first effort suffers more from excessive ambition than it does from lack of ability.

THE YEAR OF THE RANSOM

Poul Anderson

Walker/Mill. 0-8027-6800-8 \$15.95

Poul Anderson is an old hand at threading his narratives back and forth through time, as readers familiar with his series of stories about the Time Patrol are well aware. Even for Anderson, however, *The Year of the Ransom* is complicated, and though it's a clever and well-imagined tale, it's not nearly as good an introduction to the Patrols' adventures as it should be.

For many readers, the book is likely to be just that — an introduction. For the most part, the Time Patrols' adventures are short stories from an earlier period in Anderson's lengthy writing career, and the packagers of the Millennium imprint can't assume that their intended young adult audience will be familiar with them, whether from original magazine publication or from more recent collections.

Viewpoint is what makes *The Year of the Ransom* difficult to follow at times (pun

inevitable). Most time-travel stories rely on a single point of view to avoid confusing readers when the plot jumps from era to era. By contrast, Anderson's tale unravels through several sets of eyes. Nominal protagonist Wanda Tamberly is a modern-day college student; her Uncle Stephen is a Patrol field historian investigating Incan response to the Spanish conquistadors, including one Don Luis Castelar. When Castelar acquires a timecycle, series hero Manse Everard is called in to untangle the "sequence" of events.

The generally understated, observant quality of the writing partly compensates for the resulting jumpiness. Anderson also succeeds in giving a perceptive (if rather lightly sketched) portrait of the Spanish entry into South America. ("Lightly sketched" also applies to the interior illustrations by Paul Rivoche, whose style matches Anderson's narration but doesn't seem well suited to the richness of the setting. Costuming is a particularly weak point.) On balance, though, gamers looking for fiction with the flavor of Pacesetter's TIMEMASTER™ game are likely to be more satisfied with the earlier, more straightforward Time Patrol tales than with this new novel. *The Year of the Ransom* is good, but it feels like a book that ought to be better.

SHRINE OF THE DESERT MAGE

Stephen Goldin

Bantam/Spectra 0-553-27212-8 \$3.95

Like *Arabesques*, Stephen Goldin's new novel takes its inspiration from the realms of the Arabian Nights. And while the world Goldin creates is perhaps somewhat less "authentic" than that in Susan Shwartz's collection, his tale is memorable nonetheless for the sheer devious inventiveness of both its author and its hero, both of whom should be counted as storytellers of a high order.

But though Jafar al-Sharif is one of the most skillful storytellers in all Parsina, his luck is turning bad as the tale begins. Storytellers are out of fashion in the holy city of Ravan, and he and his daughter are barely scraping together enough coin to survive. Worse still, Jafar finds himself blamed for the theft of an urn from the city's most ancient temple, and only a dangerous wizards' aid saves him from the city's dungeons.

In order to keep a step ahead of the guards and the wizard, Jafar is forced to masquerade as a wizard himself. This is where Goldin's cleverness goes into high gear, as Jafar brilliantly wields legends and logic with elegant style and wit. Yet even Jafar's ability to confuse the enemy isn't enough to prevent an accident from partially evaporating his daughter Selima, and so the storyteller finds himself allied with the exiled Prince of Ravan on a quest to reimprison the demon Aeshma in the stolen urn.

Besides its engaging repartee, Goldin's novel offers a wealth of detail concerning the care and management of the various

orders of djinni, proving a *Monster Manual* axiom about the character of service a djinn gives (depending on the character of its master), and it provides more than enough lore to support a full-fledged Eastern campaign milieu. *Shrine of the Desert Mage* is an excellent beginning to an adventure saga with first-class potential.

Recurring roles

With *Black Wizards* (TSR, \$3.95), Douglas Niles demonstrates his ability to improve with practice. The second book in his Moonshae trilogy succeeds admirably in telling a complicated, multitracked story while maintaining a strong sense of suspense and mystery. This time, there are more villains (and more interesting villains besides), and the scope of the adventure expands nicely.

Meanwhile, Richard A. Knaak makes a very promising debut with *The Legend of Huma* (TSR, \$3.95), adding an early chapter to the history of Krynn. Readers may be frustrated at the near-total absence of the kender race from this adventure, but Knaak makes up for the omission with the introduction of Kaz the minotaur. Building on elements introduced in earlier short stories, Knaak lays a firm foundation for the treatment of minotaurs as a character race rather than a class of monsters.

There are occasional touches of modern-sounding idiom in *The Story of the Stone*

(Foundation, \$17.95), but even so, Barry Hughart's sequel to his spectacular *Bridge of Birds* is very nearly as wonderful as the first book, and Oriental campaign gamers should consider the novel required reading. Among other exotic side trips, sage Li Kao and sidekick Number Ten Ox find themselves making a Dante-style pilgrimage through the Chinese Hell on the way to a literally universe-shaking climax.

Two trilogies with better-than-average beginnings conclude successfully in *Final Circuit* (Ace, \$3.50) and *The Fortress and the Fire* (Questar, \$3.50). Melinda Snodgrass must turn protagonist Cabot Huntington from judge to diplomat to tie up the plot of the former (involving Third World terrorism exported to space), but the legal wrangling that trademarks this series continues to be in evidence. The latter, coming after a long pause from Michael Jan Friedman, is a satisfying resolution to one of the few thoroughly Norse cycles to surface in modern fantasy. Friedman's distinction is that of lending a sense of subtlety to a mythology not noted for having one.

The beginnings of a plot actually fall into place about halfway through *Riders of the Winds* (Ace, \$3.50), the second in Jack Chalker's "Changewinds" series, but they don't alter the saga's basic problem. It's the story of two young women who are being used for a variety of purposes by a variety

of very strange people. The characters with initiative are villains with nasty turns of mind, while the forces of good are about as inept as is possible without actually becoming failures. It's hard to enjoy reading this saga, and hard to imagine how someone can enjoy writing it.

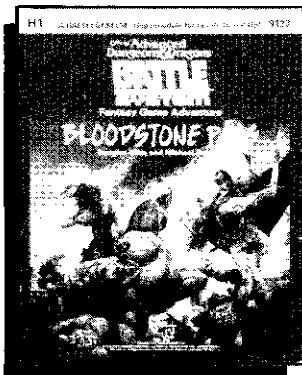
Far better and far more sensitive to some of the same issues is Diana Paxson's *The Sea Star* (Tor, \$3.50). This fifth book of the Westrian cycle belongs chiefly to Rana, a young woman who becomes closely tied to the sea and to series hero Julian in the course of recovering the second of the four Jewels of Power needed to defeat the evil sorcerer Caolin. Paxson is now in firm command of the musical element in these tales, and she also manages to provide a couple of well-hidden plot twists. Two books remain forthcoming in this steadily improving series.

Finally, this month will see the appearance of *Triumph of the Darksword* (Bantam Spectra, \$3.95). Followers of this new Weis and Hickman trilogy are in for several explosive surprises as the story concludes. One element involving uneven time lapses seems superfluous, but it's more than countered by a major shift in focus that raises the Darksword conflict to unexpected yet logically inevitable levels. This is a trilogy of considerable literary power, and it ought to find itself in contention for major awards at year's end. Ω

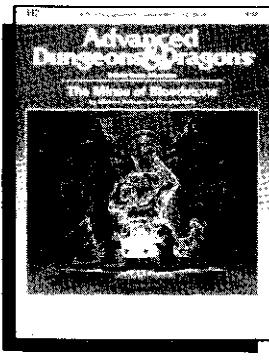
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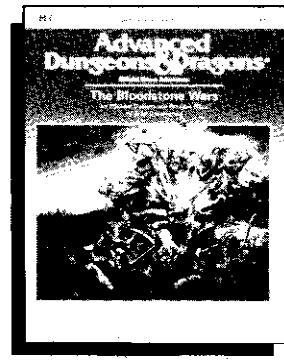
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The Role Of Computers

The ultimate Ultima at last

Sagas have always been in demand in their written form, and they are popular in computerized software entertainments as well. Take, the Ultima series from Lord British and Origin Systems. Five adventure scenarios are available in the set, each one surpassing its predecessor in complexity, playability, excitement, and downright enjoyable adventuring. Without further delay, we present our views on Origin's latest Ultima release, *Ultima V*.

Origin Systems, Inc.
136 Harvey Road, Building B
Londonderry NH 03053
(603) 644-3360

Ultima V: Warriors of Destiny *****
Apple II version

We've been waiting for this release for over two years. Origin Systems and Lord British have combined their talents to produce this, the finest scenario of the engrossing Ultima adventure game series. We took part in the grand Ultima quest using an Apple II GS. For those with the Apple II clone machine, the Laser 128, be warned that our game disks continually crashed or misread the program's coding, making that particular machine unsuitable

for playing *Ultima V*.

Consisting of four double-sided floppy disks, *Ultima V* is even more exciting than past Ultima offerings. The graphics and animation have improved, and the puzzles are awe-inspiring. Figuring out even one secret can lead to a night of hearty celebration. There are no "padded" secrets that lead adventurers down paths strewn with red herrings; each specific clue is a means by which characters can penetrate further into the game's mysteries.

It isn't necessary to have played the first four Ultima adventures in order to enjoy *Ultima V*. However, it is a good idea to buy at least one of the previous Ultima games (especially *Ultima IV*), as some of the same characters are encountered in *Ultima V*.

Knowledge of how these characters assisted or hindered in previous adventures aids in dealing with them again. When we played *Ultima V*, it was as if we had actually run into old friends (Shamino, Toshi, Julia, Iolo, etc.) when we encountered them again. The reunions were marvelous, especially as these characters helped in our current quest to find the missing Lord British (that is, when the right questions were asked).

Considering that we had just finished playing some games for an extended period of time on both an Atari ST and Commodore Amiga, we were not looking forward to an adventure with the limited graphics capabilities of an 8-bit machine. Certainly, this game's graphics are not as good as on the ST and Amiga, but Origin Systems has done all it can to make this offering pleasing. There are several animated objects (such as fires, street lamps, and waterfalls) that enhance play, and the folk that populate Britannia go about their work as though they possess lives of their own. They won't stop in their duties to talk with you unless you initiate the discussion — that is, except for some of the guards. Regarding guards, we can only warn you to watch your step. Blackthorne is in control of Britannia; he has not wished for your return and has several nasty tricks up his sleeve.

So, what's going on here, you ask? Lord Britannia went exploring, leaving Blackthorne in charge. Blackthorne used to be a trusted knight but apparently became intoxicated with power. He now rules Britannia with a tyrant's force. He certainly doesn't wish you to find Lord British. Even so, you have been recalled to Britannia, and as an Avatar you must act according to many virtues: honesty, compassion,

Table 2
Ultima V: Spell Reagents

Reagent	Magical use
Black pearl	For kinesthetic (projective) magic
Blood moss	Enhances mobility
Garlic	Wards off evil spirits
Ginseng	For healing purposes
Mandrake root	Adds power to magic
Nightshade	For creating illusions
Spider silk	Binding power for magic
Sulphurous ash	Magical energy source

Table 1
Ultima V: Locations of Virtues

Virtue	Location
Honesty	Moonglow
Compassion	Britain
Valor	Jhelom
Justice	Yew
Sacrifice	Minoc
Honor	Trinsic
Spirituality	Skara Brae
Humility	New Maginica

Table 3
Ultima V: First Circle Spell Data

Utterance (spell)	Reagents	Time	Effect
An Nox	Ginseng and garlic	Anytime	Cure poison
An Zu	Ginseng and garlic	Combat	Awaken
Grav Por	Ash and pearl	Combat	Magic missile
In Lor	Ash	Noncombat	Light
Mani	Ginseng and silk	Anytime	Healing

valor, justice, sacrifice, honor, spirituality, and humility. Those who enjoy mindless hacking and hewing will find that *Ultima V* is not for them. Players must maintain these virtues, regardless of their goals (and therein lies true gamesmanship).

As in other Ultima scenarios, the twin moons of Britannia are the key to travel through the Moongates, opening to the locales of Moonglow, Britain, Jhelom, Yew, Minoc, Trinsic, Skara Brae, and New Maginica. In fact, there are other locations that can be reached by timing one's entrance into the Moongates. Those who study the clues will find a way in which they can even move the Moongates!

Ultima V is a constant exercise in discussion and exploration. The avid Ultima player should have graph paper at hand and also be ready to write a great deal. Whenever a character is seen onscreen in any location, a conversation should be immediately begun. This is done by moving your Avatar next to that character and pressing the T key for "Talk." Then, press the cursor key corresponding to the character's location in relation to your Avatar. Your Avatar's words appear onscreen. By asking the correct questions and answering truthfully, clues are given to you.

Don't expect to receive all of the necessary clues to solve one puzzle in the same locale. For example, there are four major clues to locating a particular grapple, without which some awfully steep mountains in Britannia cannot be managed. Three of these clues are not in the same location as the grapple itself. Clues received in a single locale could lead the adventuring party in many different directions, depending on the player's priorities. A particularly handy sword and shield are identified by clues in the towns of Minoc, Yew, and Skara Brae, with two clues offered in Windmere.

Table 4
Ultima V: Weapons Values

Weapon	Attack value	Defensive value
Dagger	6(30')	—
Sling	6(40')	—
Club	8(b)	—
Flaming oil	8(40')	—
Main gauche	8	1
Spear	10(50')	—
Throwing axe	10(40')	—
Short sword	12	—
Mace	15(b)	—
Morning star	15(b,p)	—
Bow	10 (70')	—
Crossbow	12(80')	—
Long sword	15	—
Iwo-handed hammer	20(b)	—
Two-handed axe	20	—
Two-handed sword	20	—
Halberd	30(p)	—



Ultima V:
Attack in progress



Ultima V:
A magic carpet ride



Ultima V:
Let the buyer beware

Clues can also be of immediate aid. For example, the odds are good that sooner or later the guards in Yew will become nasty and throw you in jail. In this particular case, jail certainly beats death, which is what occurs if incarceration is fought. Once in jail, the guards rifle through your possessions and may find one or two objects such as keys. (These items, of course, disappear.) We found a way around that particular problem and were thus able to avoid using the following clue to get out of jail:

The poor fellow you find in your jail cell is a young man named Jerone. Jerone

claims to have been an adventurer and to have been convicted of heresy. He had stated that he believed Lord British was alive — a claim based on the sighting of a strange apparition that appeared before his fire one night when he was camping on the moors. For his remarks, Jerone was tossed in jail and needs 500 crowns for his release. Jeremy, Jerone's brother, is trying to obtain the money. Jerone informs you that his brother comes by his cell at 10 o'clock each morning and evening, adding that you might be able to talk him into giving you a key to unlock the cell door.

At this juncture, it is best to realize that



Table 5
Ultima V:

	Attack value	Defensive value
Leather helm	—	1
Chain coif	—	2
Iron helm	—	3
Spiked helm	4(b)	3
Small shield	—	2
Large shield	—	3
Spiked shield	6 (b)	3
Cloth armor	—	1
Leather armor	—	2
Ring mail	—	3
Scale mail	—	4
Chain mail	—	5
Plate mail	—	7

very little in life is free, and the same laws apply in Britannia. True to Jerone's word, Jeremy (who can be found elsewhere in Yew, as he happens to be a fine chef) comes by at 10 o'clock. If your character talks to him, Jeremy asks, "Is there anything that thou dost need: food, keys, or perhaps information?" Of course, the first choice is a key, but this item is not free of charge. This brings up an additional point worth remembering: Try not to travel without at least 50-75 gold pieces in your possession.

Each of the eight cities in Britannia is the home to a particular virtue. Your goal in each city is to find the resident who can tell you the mantra required to use each shrine. When the shrine is entered, meditation usually brings some great wisdom. Of course, the mantra must be uttered before you can gain that critical entry. Table 1 lists which city is dedicated to what virtue.

There are also eight dungeons that are so malefic and worrisome that you should make certain your characters are well prepared for such adventuring. The dungeons range from Deceit to Doom itself, and each underworld locale requires knowledge of a Word of Power. The final Word of Power is given to you by the

Codex of Ultimate Wisdom *after* you have completed each of the shrine quests.

One capability bound to be used extensively is magic. Within *Ultima V*, magic requires reagents and the utterance of certain syllables; there are eight reagents and 24 syllables. The reagents are first mixed together in an appropriate concoction that creates a magical mixture. The utterance of the spell then releases the potency of the mixture. The reagents are listed in Table 2. Table 3 lists the First Circle (lowest level) spells and utterances, reagents, effects, and times of use.

To use these spells, make certain the potion is ready. The command is MIX. Then the program queries you as to which spell you wish to create and asks you to name the reagents you are using. You are then asked how many mixtures you wish to complete. (Make certain the necessary types and numbers of reagents are present.) Spells range in power and complexity from the First to Eighth Circle. Few spells require less than two reagents, and some require as many as six. There is always the chance that something goes awry when mixing, such as adding incorrect quantities and using the wrong reagents. There are also folks who know of spells not found in the chart of spells (such as one for creating food).

Additionally, the caster must have sufficient magical powers at his command to cast each spell. A spell drains magical energy in relation to the power of the spell; this magical energy can be restored through rest. Get lots of rest, since you would not wish to have the spells prepared and ready to roll, then find yourself in the midst of deadly combat without the magical energy level sufficient to cast the magic!

The array of weaponry and armor available in *Ultima V* is less than in other computerized fantasy role-playing adventure games, but it is sufficient to get the job done. See Tables 4 and 5 for details. On these tables, the letter "b" indicates a bludgeon-type weapon with a hit probability based on the character's strength, not on his dexterity. The letter "p" indicates a

polearm weapon that can be used to attack over obstacles such as walls or defenders' shields. Any number following an attack value indicates the range of that weapon if hurled.

The keyboard command structure of *Ultima V* is easy to comprehend and utilize. The game includes a Player Reference Card that details all of the commands, as well as a Quick Reference Card to keep next to the keyboard. Movement of your characters is handled using the direction keys appropriate to the Apple II machine you are using. On a II GS, for example, the cursor movement keys manage this activity. On an Apple II +, however, you might use the keyboard letters N, W, S, and E to set the direction of movement.

Ultima V is a must-have for any computer gamer, and we hope that versions are released soon for other computer systems. There is absolutely no way a single review can cover all of the environments presented in *Ultima V*. However, in future columns, be certain to look for additional hints and tips that we uncover during our continued play of the adventure. This costs \$59.95 for Apple II and IBM (and 100% compatible) machines.

Software Heaven/FTL Games

6160 Lusk Boulevard, Suite C206
San Diego CA 92121
(619) 453-5711

Oids

Atari ST version

Oids is an addictive arcade game — one in which you are placed on a ship with the mission of rescuing "Oids," slaves held captive on several planets. You must retrieve these poor Oids and take them home, all the while dodging and destroying enemy gun emplacements and other impediments.

Oids reminds us of several different arcade games all rolled into one. For instance, you must learn how to steer your ship and land on suitable flat terrain on the planets. This is similar to a classic computer game called *Lunar Lander*, wherein the object is to land a spaceship on the Moon. You must also rescue the Oids while avoiding incoming enemy ships. This aspect of the game reminds us of an older arcade game called *Defender*. *Oids*, however, is far superior to these older offerings. In fact, we can't think of any other arcade game currently released for any microcomputer that beats the intense challenge and playability offered by *Oids*.

Your ship can fire nuclear pellets and NovaBombs; it is also equipped with shields. Nuclear pellets are small but destructive elements, while NovaBombs have a larger destructive radius, allowing you to destroy several enemy positions simultaneously. After viewing a title screen, you are asked which galaxy you would like to defend. These galaxies vary according to difficulty, and each offers a

challenge that will keep you occupied for hours to come. A mothership drops you off at a planet, and you fly around dome-shaped buildings housing imprisoned Oids. Don't get too trigger-happy around the Oids, for they can be killed easily, and that is not a pretty sight.

You must also keep an eye peeled for enemy gun emplacements, bases, production sites (which build hovercrafts, missiles, and other weaponry), missile silos, and two types of magnetic machines that either repel or attract your ship. Shields can be used to avoid such hazards, but after several uses, they weaken in intensity. You can recharge your shields by docking with your mothership, but this maneuver drains critical fuel from your lifeline. You can also refuel by landing at fuel stations on the ground.

After rescuing a full load of eight Oids, you are thrust toward another planet. After several rescue missions, you finally land on a friendly planet where you receive your game score. An interesting and enjoyable feature of this offering is the editor screen. Here you can edit previous scenarios or even build new planets from which to rescue Oids. We found this an easy and fun activity after becoming experts on earlier game levels.

FTL has produced a visually pleasing and exciting arcade-quality software package. We highly recommend *Oids* to anyone who prefers arcade-style challenges. You'll never believe space blasting can be so much fun (for only \$39.95).

SEGA of America, Inc.
573 Forbes Boulevard
South San Francisco CA 94080
(800) USA-SEGA toll free

Out Run
SEGA Master System version

Out Run is a racing simulation wherein you race in a Ferrari capable of reaching 293 KMH. But there's more to this than speed: You must also pass designated checkpoints within a certain time limit or you are disqualified from additional racing. The controls for this simulation are simple: the B key accelerates the Ferrari; the A key applies the brakes; pushing the control pad left or right turns the car in that direction; and pushing up or down on the pad causes the Ferrari to shift into a higher or lower gear. When you start the simulation, you have approximately 70 seconds to reach the checkpoint. The background, foreground, and obstacle graphics are excellent, and opposing cars are nicely crafted.

Out Run may seem similar to other racing simulations, but it has two refreshing differences. The first is that at the beginning of the game, you select one of three tunes to listen to while traveling in the Ferrari. (The music complements the racing action well.) The second is that near the end of the game's checkpoint, a fork



Oids:
Running the gantlet

divides the road; you choose the road on which you wish to race. This prevents the repetitiveness other racing simulations possess and provides new background scenery and obstacles to watch for. These additions prove to be the winning touch for this simulation.

Out Run is a very fine Sega simulation that provides hours of enjoyment. Our only negative comment deals with the manner in which crashing is handled. After you crash and land, the front and back ends of the car flash on and off the screen. Except for this drawback, *Out Run* easily lives up to the expectations of any auto-racing fan, for \$43.00.

MicroIllusions
17408 Chatsworth Street
Granada Hills CA 91344
(818) 360-3715

Ebonstar
Commodore Amiga version

We've just started playing this company's latest offering, *Ebonstar*, which is a space-based competition set in the 31st century. You command a fleet of spacecraft around an ever-moving, extremely dangerous black hole. You fire your weaponry at opponents' spacecraft to knock them into the black hole, thereby destroying them. The problem, however, is that the black hole also spits opponents out at you, consisting of some of the most infuriating and devious devices you'll ever fight. What's great about this offering is that as many as four players can compete simultaneously, allowing for all-for-one or all-for-oneself competition! This game is a true arcade winner. The price is \$34.95.

Rainbird Software
Distributed by Activision, Inc.:
3885 Bohannon Drive
Menlo Park CA 94025
(415)329-0500 or -0800

The Universal Military Simulator

Tandy Atari ST version (not recommended for PC/MSDOS machines)

Talk about your military simulator extraordinaire; this is it. *The Universal Military Simulator* is an extremely interesting game for any computer wargamer. It offers three-dimensional terrain, the ability to create your own armies and battlefields, and the ability to explore historical confrontations such as Hastings, Gettysburg, Waterloo, Arbela, and Marston Moor. Once a battle has been created or selected, you can zoom in on specific units confronting one another and plan strategy to your heart's content. You can also play against another human opponent and hope your military expertise outweighs his capabilities.

We had high hopes for both versions of this game, and we enjoyed it on our Atari ST computer. Unfortunately, *The Universal Military Simulator* constantly crashed on our Tandy 4000 computer during play. Even so, we understand that the game runs without problems on IBM microcomputers and compatibles. The Tandy crashes were fatal and occurred several times, with no other recovery possible but to reboot the system. The simulation moved along nicely until operations started in the Command section of the game. If we moved various military units about at the same elevation, there was no problem; but the minute we decided to move a unit up or down a slope, the game announced that due to the change in elevation, the unit's speed had to be recalculated. The game never recovered from this activity, which produced total screen and keyboard lock-up. As long as this bug gums up the algorithms for the MSDOS version running on a Tandy computer, we cannot recommend that Tandy owners buy the game.

Atari ST users are much more fortunate: *The Universal Military Simulator* is a fantastic entertainment on that machine. The game takes full advantage of the GEM graphic interface, and the colors add to the simulation's enjoyment as movement is more easily depicted here than on the PC version (which is presented in black and white). The game allows for user modifica-

tions in all areas, bringing about some of the most unusual science-fiction actions we've ever attempted (we took the Parliamentary units from one scenario of the 1600s and placed them against an army we created from the future).

The Universal Military Simulator is not a game that can be played within 20 minutes. Study is required to understand which elements are necessary for victory. The three-dimensional terrain enables players to take advantage of towns and hills, and with Zoom-In capabilities, individual units can be identified and maneuvered with ease. We really enjoyed this game on the Atari ST

Electronic Arts
1820 Gateway Drive
San Mateo CA 94404
(415) 571-7171

IntelliType

Commodore Amiga version

Our last review for this month is unrelated to the gaming theme of the column. But for those Commodore Amiga users who have an interest in learning how to type properly, we recommend a fantastic typing tutor program from Electronic Arts. The name of the program is *IntelliType*, and despite the package's claim that it is for adults only, we feel that adolescents and young adults will find the program equally educational and entertaining. There aren't any boring drills through which to continually proceed, and with both customized instruction and in-depth error analysis, you always know how well you're doing with the included lessons. The most important feature of *IntelliType* is that the program is fun. And through the enjoyment of participation in this offering comes the acquisition of a useful skill: touch typing. We highly recommend this program, although we wish it were available for all other computer systems. This is definitely a five-star plus program! It costs \$49.95.

released. This game is based on the book by William Gibson and was co-developed with none other than Timothy Leary!

Activision has also released *Rampage* for IBM micros and compatibles, Commodore 64/128 machines, and the Apple II family. You get to play one of three large creatures, such as a giant gorilla, lizard, or wolf, and you can eat cities whole, climb skyscrapers, swat choppers, step on soldiers, and tempt your tastebuds with innocent bystanders. With more than 157 skylines to destroy, this is one monstrous arcade rampage. Pricing is \$37.95 for IBMs and compatibles, and \$34.95 for other machines.

Activision's subsidiary, Gamestar, is hopping onto the baseball-simulation bandwagon with *Pete Rose Pennant Fever*, for IBM micros and compatibles and C64/128 machines. This simulation challenges players to guide their own expansion team through a 10-season, 24-team race for the pennant. *Pete Rose Pennant Fever* is an obvious challenge to Electronic Arts' fine *Earl Weaver Baseball* game offering. Players pitch, hit, run, field, throw, and steal, just as they would in real baseball. With *Pete Rose Pennant Fever*, players participate in the game at field level, not as though they were viewing it from the stands or bleachers.

Electronic Arts

Major news from Electronic Arts includes the fact that the company is now the official distributor of Strategic Simulations, Inc. software programs. This includes SSI's AD&D® fantasy role-playing computer game and *Dungeon Master* utilities. This agreement increases the number of retail stores carrying SSI products, thereby placing the AD&D computer games in many more players' hands.

Interplay's *Wasteland* is also being distributed by Electronic Arts (but see the notes under Activision). This adventure role-playing game is set in the southwestern deserts of the United States in the postnuclear year of 2087. You must do more than just survive; as members of the famed Desert Rangers, you must also help other survivors rebuild and live in peace, all the while protecting them from the mutant villains who wander the deserts. The initial format release is for the Apple II, with a version for the C64/128 due soon. The price is \$49.95.

Datasoft's programs are also distributed by Electronic Arts, and that company has released four new C64/128 games. The first is *The Rubicon Alliance*, which finds peace reigning among the eight planets of the Hyturan Star System. Unfortunately, the pirate planet Nono has somehow slipped past the fingers of the antimatter force field, Rubicon, and is now threatening to destroy the alliance. It's another good-vs.-evil scenario in which you set goals and try to eliminate Nono. The price is \$19.95.

The second new offering is *BattleDroidz*, a 3-D animated competition game based on the gladiator games of Earth. The Master Computer, Kronos Prime, has designed a series of war zones that are divided into five levels of difficulty. Players must maneuver their three robots through various landscapes and hostile aliens, and must conquer each war zone by capturing the energy keys that unlock the entrance to the next zone. *BattleDroidz* costs \$24.95.

Two other releases from Electronic Arts include *Global Commander* (for \$19.95) and *Tobruk* (for \$19.95). The first is a futuristic game wherein you become the commander of the United Nuclear Nations and must do all in your power to prevent hostilities between them. The second takes you to World War II and the battle for the Libyan port city of Tobruk.

Epyx, Inc.

600 Galveston Drive
Redwood City CA 94063
(415) 366-0606

The sequel to *Impossible Mission* has been released. *Impossible Mission II* finds you trying to prevent the destruction of the world by Elvin Atombender. Hidden in an immense, eight-tower complex in the heart of Los Angeles, Elvin Atombender is protected by many computer systems and robots. The program has been released for the C64/128, Atari ST, and IBM micros. Versions for the Apple II series and Commodore Amiga will be available later. The price for current versions is \$39.95.

Microdeal

576 South Telegraph
Pontiac MI 48053
(313) 334-8729

Slaygon has made its debut for the Atari ST and Commodore Amiga. This is one of the most sophisticated military robots you'll ever encounter (and thank heavens you're the one controlling it). As an officer in the United Defense Force, you must destroy the Cybordynamics Lab, which has been working on a toxic virus that could annihilate all human life. *Slaygon* is priced at \$39.95.

Clue corner

This month's Clue Corner starts off with a suggestion for SSI's *The Eternal Dagger*. According to Ralph Guitau of Rosedale, N.Y., "The Tower of Avlis has only one way out, and that is not the way you came in. Make sure your characters are at full power. Second, on the second level of Avlis's lower, listen only to the god of lies — tells you the true way out."

For fans of New World Computing's *Might and Magic*, Tim Pasch of Downsvi

News and new products

Activision, Inc.

We don't know if you'd call this a coup, but Activision is now the distributor of all new Interplay Production games. This is the development company responsible for *The Bard's Tale* adventure series and the recently released *Wasteland* futuristic adventure game. Apparently, all new programs (after *Wasteland* and *The Bard's Tale III*) will be distributed by Activision, with Interplay making this move to become more independent than it was under its affiliation contract with Electronic Arts. Not only is Interplay currently at work on its first original Amiga game, but this fall look for *Neuromancer* to also be

the clue for turning off Erlquin's ZAP traps. We indicated it was YICUZME3. Wrong; it's YICU2ME3. From Brad Poprik of Richboro, Penn., comes the following: "There is an unmapped castle called 'Doom' at location A-1 (7,15); at this location you might also find the real king." Brad's characters are currently at level 41 and his performance score is 423,948!

An enthusiast named Ben Pierce from Washingtonville, N.Y., has a few pointers regarding Interplay's *The Bard's Tale II*. Ben indicates that players can succeed at this game in two to five easy steps:

1. Acquire the following: at least 350,000 [in] gold and one Archmage, plus have a strong party.

2. Go to Garth's Equipment Shoppe and select the Archmage character. Before you hit the BUY key, substitute another disk for the character disk. I have found that disks from other Electronic Arts games work best. Now, hit BUY, and you should get a complete list of all of the items in the game. Be careful to only scroll down, as scrolling up can mess up the program. Remember to put the character disk back into the drive after you buy the seven segments that you need.

3. Give all seven segments to the Archmage and go to the Temple of Narn (located in the southwestern part of the wilderness map). Have the Archmage approach the altar, and voila: instant Destiny Knight!

4. Make certain your party is up to full strength and visit the Sage's Hut.

5. Surprise! Bet you didn't expect that to occur, did you? Now, kill Lagoth and his guards and live happily ever after. By the way, the Dreamspell can be learned on Level 1 of the Destiny Stone."

That's it for this month. Reviews of *The Bard's Tale III*, *Wasteland*, and some new flight-simulator programs are in the next issues of DRAGON® Magazine, as well as reviews of Electronic Arts' *Star Command* and two new Macintosh entertainments. We'd also like to tip our hats to Denise and Chuck Farruggia for taking the time to help us sort through some recently released Commodore Amiga offerings. Their help was greatly appreciated, and their comments will appear in our next column. Until next time, game on!

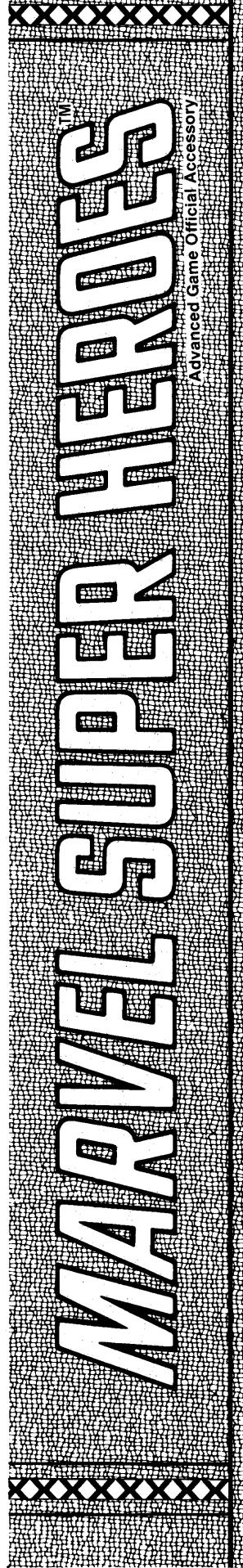
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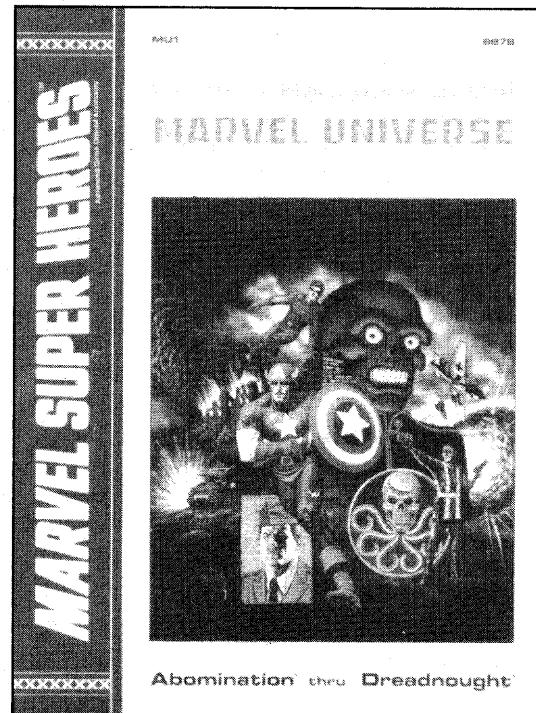
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CONVENTION CALENDAR

Convention Calendar Policies

This column is a service to our readers worldwide. Anyone may place a free listing for a game convention here, but the following guidelines **must** be observed.

In order to ensure that all convention listings contain accurate and timely information, all material should be either typed double-spaced or printed legibly on standard manuscript paper. The contents of each listing must be short, succinct, and under 150 words long.

The information given in the listing **must** include the following, in this order:

1. Convention title and dates held;
2. Site and location;
3. Guests of honor (if applicable);
4. Special events offered;
5. Registration fees or attendance requirements; and,
6. Address(es) and telephone number(s) where additional information and confirmation can be obtained.

Convention flyers, newsletters, and other mass-mailed announcements will not be considered for use in this column; we prefer to see a cover letter with the announcement as well. **No** call-in listings are accepted. Unless stated otherwise, all dollar values given for U.S. and Canadian conventions are in U.S. currency.

WARNING: We are not responsible for incorrect information sent to us by convention staff members. Please check your convention listing carefully! Our wide circulation ensures that over a quarter of a million readers worldwide see each issue. Accurate information is your responsibility.

Copy deadlines are the last Monday of each month, two months prior to the on-sale date of an issue. Thus, the copy deadline for the December 1988 issue is the last Monday of October 1988. Announcements for North American and Pacific conventions must be mailed to: Convention Calendar, DRAGON® Magazine, P.O. Box 110, Lake Geneva WI 53147, U.S.A. Announcements for Europe must be posted an additional month before the copy deadline to: Convention Calendar, DRAGON® Magazine, TSR UK Limited, The Mill, Rathmore Road, Cambridge CB1 4AD, United Kingdom.

If a convention listing must be changed because the convention has been cancelled, the dates have changed, or incorrect information has been printed, please contact us immediately. Most questions or changes should be directed to either Robin Jenkins or Roger E. Moore at TSR, Inc., (414) 248-3625 (U.S.A.). Questions or changes concerning European conventions should be directed to Rik Rose at TSR UK Limited, (0223) 212517 (U.K.).

* indicates a product produced by a company other than TSR, Inc. Most product names are trademarks owned by the companies publishing those products. The use of the name of any product without mention of its trademark status should not be construed as a challenge to such status.

GATEWAY '88, September 2-5

This gaming convention will be held at the Los Angeles Airport Hyatt Hotel. Role-playing, wargame, computer game, and family board game tournaments are offered, as well as various seminars and demonstrations, a flea market, a game auction, and an exhibitors' area. Write to: STRATEGICON, 5374 Village Road, Long Beach CA 90808; or call: (213) 420-3675.

AUSTIN FANFAIR, September 17-18

Bulldog Productions presents this small, fun comic-book, science-fiction, and film convention. This event will be held at a hotel to be announced. More than 60 dealers' tables, more than a dozen guests of honor, a masquerade, 24-hour gaming sessions, 24-hour video rooms, writers workshops, an open convention suite, and a huge Saturday night party will be featured events. The anticipated attendance for this convention is 600. Tables are available for \$50/\$60. Admission fees are \$4 for Saturday, \$3 for Sunday, and \$5 for both days at the door only. Write to: Bulldog Productions, P.O. Box 820488, Dallas TX 75382; or call: (214) 349-3367.

WETTCON IV, September 23-25

One of Sweden's major conventions, Wettcon IV will take place in Gränna, a small town by Lake Vättern. Tournaments will be held for CALL OF CTHULHU*, MERP*, TRAVELLER*, CAR WARS*, DIPLOMACY*, and CIVILISATION* games, with the popular Crystal Dagger AD&D® game tournament as well. Other activities involve the SILLY DUNGEON*, STOMP*, and SQUAD LEADER* games (the latter with tournament ranking), in addition to various micro-armor and tabletop games and a dealers' room. Prizes will be awarded in the tournaments. For information on registration fees and other details, contact: Gameboards & Broadswords, c/o Björn Hellqvist, Havstenavägen 32, 541 - 43 Skövde, SWEDEN; or call: 0500-87836.

REALITYCON, September 24

The Arizona Gaming Society is sponsoring this one-day mini-con on the campus of Arizona State University, at the Memorial Union, in Phoenix, Ariz. Events begin at 7 A.M. and will continue until 4 A.M. on the following day. Write to: The Arizona Gaming Society, P.O. Box 27576, Tempe AZ 85282.

PROAND CON '88½, September 24-25

The Guardian Gamers present this gaming convention, to be held at the Robin Woods Apartments Clubhouse, 3000 Club Tree Drive, Streamwood, Ill. (located east off Bartlett Road, north of Illinois Route 20 (Lake Street)). There will be no fees paid to enter the gaming area; an entry fee for playing each game will be charged to help defray the costs of the convention. All

forms of miniatures, role-playing, and board-gaming events are featured, including RPGATM Network events and two marathon miniatures games. An auction and painting contest are also featured. Frank Chadwick of GDW is the special guest, and he will run several demo sessions of the SPACE: 1889* game. Write to: Irv Mindel, c/o Guardian Hobbies, 2115 North Bloomingdale Road, Glendale Heights IL 60139; or call: (312) 980-5454, Mon-Sat 11 A.M.- 8 PM.

VALLEYCON 12½, September 24-25

This science-fiction, fantasy, and comics convention will be held at the Regency Inn, Hwy 75 and I-94, in Moorhead, Minn. The author guests of honor are Robert Asprin, Lynn Abbey, and Eleanor Arnason. The artist guest of honor is Giovanna Fregnies. Featured activities include videos, an art show and auction, numerous panels, dealers, a costume contest and masquerade ball, and a variety of gaming events, including AD&D®, VILLAINS & VIGILANTES*, CHAMPIONS*, and STAR TREK* games (courtesy of VALLEYCON). Admission is \$4 for adults, \$3 for youths 13-17 years old, and \$2 for children 4-12 years old. Send an SASE to: VALLEY CON 12½, P.O. Box 7202, Fargo ND 58108; or call: (701) 232-1954.

SUNCOAST SKIRMISHES '88

September 30-October 2

SKIRMISHES presents the eighth-annual production of this popular gaming extravaganza. This event will take place at the Holiday Inn-Ashley Plaza, 111 West Fortune Street in Tampa, Fla. Room rates are \$50 for single or double occupancy. Events include AD&D®, TRAVELLER*, STAR FLEET BATTLES*, and CAR WARS* game events, along with Napoleonic, Seakrieg, and board gaming events, a KILLER* tournament, a dealers' room, SCA demonstrations, and many other role-playing and historical events. Hotel reservations may be made by calling: (813) 223-1351. Registration fees are \$18 for the weekend. Send your registration fees to receive the program booklet. Write to: SKIRMISHES, P.O. Box 2097, Winter Haven FL 33883; or call: (813) 299-6784 or (813) 293-7938.

U-CON 6, September 30-October 2

This adventure-gaming convention will be held at the Coffman Memorial Union at the University of Minnesota, Minneapolis, Minn. Author and game designer John M. Ford will appear, and various AD&D®, science-fiction, miniatures, and historical board games will be featured. Registration is \$5 by September 1, \$6 afterward, and \$7.50 at the door. Write to: U-CON 6, 700 Washington Avenue SE #1, Minneapolis MN 55414.

JUST-A-CON, October 1-2

This broad-scope gaming convention will feature AD&D® and TRAVELLER: 2300* tournaments, a miniatures contest run by the Charlotte Scale Modelers, lectures, entertainment, a host of role-playing and war games, a dealers' room, and more. Sponsored by the Commuter Information and Assistance department of the University of North Carolina-Charlotte, this event will be held at the Cone Center on the UNCC campus. Send an SASE to: JUST-A-CON I, 6335-1 Countryside Drive, Charlotte NC 28213.

TOLEDO GAMING CONVENTION VI

October 1-2

This sixth-annual event will be held at the University of Toledo, Scott Park Campus, Toledo, Ohio. This convention will feature a variety of events, including tournament and demonstra-

★ indicates an Alaskan convention.
✿ indicates a European convention.

tion games (role-playing, board, and miniatures), a miniatures-painting contest and clinics, game seminars, computer clubs and dealers, and a game auction (scheduled for both Saturday and Sunday). There will also be a special competition for high-school game clubs, encompassing many types of games. Over 125 games and events have been scheduled thus far. Send an SASE to: Mind Games, 3001 N. Reynolds Road, Toledo OH 43615; or call: (419) 531-5540 Monday through Friday, between 4 and 8 P.M.

COUNCIL OF FIVE NATIONS 14

October 7-9

This role-playing, board-gaming, and miniatures convention will be held at the Center City Convention Center in Schenectady, N.Y. The convention will have at least two AD&D® game tournaments (one sponsored by the RPGA™ Network), as well as a number of other AD&D® game events. There will also be TOP SECRET®, RUNEQUEST®, BATTLETECH®, STAR FLEET BATTLES®, DIPLOMACY®, and many other game events. In addition, this convention will feature an auction, a miniatures-painting contest, and costume contest. Gaming areas will be open 24 hours a day, and will include some all-night events. Registration is \$10 for the weekend, if paid before September 22. At-the-door registration is \$15 for the weekend, or \$4 for Friday and \$7 each for Saturday and Sunday. Event fees range from free to \$3 for each. Write to: COUNCIL OF FIVE NATIONS, c/o The Studio of Bridge & Games, 1639 Eastern Parkway, Schenectady NY 12309.

ARIZONA CON GAMES I, October 7-9

This game convention will be held in Tucson at the Plaza International Hotel. The featured guest is Tom Mulkey, designer for GDW's TWILIGHT, 2000* game series. Over 15 tournaments are offered with first-place trophies. A fee of \$20 covers the Friday night social, tournaments on Saturday and Sunday, 24-hour gaming (in fantasy, miniatures, and war games), seminars, and admission to the dealers' room. Preregistration at the above amount continues until September 25 (the packet includes "dealer dollars"). Admission is otherwise \$25 at the door, or: \$5 for the Friday night social, \$13 for Saturday, and \$12 for Sunday. Write to: Arizona Con Games I, P.O. Box 40998, Tucson AZ 85717; or call: (602) 747-4263.

DRAGON CON '88, October 7-9

This convention will be held at the Pierremont Plaza Hotel in Atlanta, Ga. Guests of honor include Alan Dean Foster, Fred Saberhagen, Margaret Weis, Tracy Hickman, Gary Gygax, and Larry Elmore. Registration is \$25 in advance, or \$30 at the door. Add \$1.25 per gaming tournament entry. Write to: DRAGON CON '88, P.O. Box 47696, Atlanta GA 30362; or call: (800) 456-1162 toll-free.

ROVACON 13, October 7-9

This convention will be held at the Salem Civic Center in Salem, Va. (Roanoke Valley). Gaming events this year will occupy one half of the coliseum floor, with side rooms available for workshops and panels on gaming. Julian May is the guest of honor; she will be joined by Christopher Stasheff, Hal Clement, Judith Tarr, Susan Shwartz, Richard Pini, Kelly Freas, Bob Eggleton, Jean Elizabeth Martin, Lisa Cantrell, Rebecca Ore, and Allen Woldour. Film festivals, an awards banquet, a costume party, and hundreds of dealers' tables will also be offered. Gaming Coordinator Harry Shiflett is still looking for people to help with game mastering; interested

individuals should write to him at: P.O. Box 2672, Staunton VA 24401. Write to: ROVACON, P.O. Box 117, Salem VA 24153; or call: (703) 389-9400 after 5 P.M.

FRONTIER WAR V, October 8-9

The Dungeon Masters Association will present this two-day event at the Miller Park Pavilion in Bloomington, Ill. Featured events will include role-playing, board, and miniatures games, as well as a dealers' area and open-gaming space. Registration fees are \$3 per day, or \$5 for the weekend. Write to: Dungeon Masters Association, R.R. 2, Box 12, Danvers IL 61732.

NOVAG IV, October 8-10

Sponsored by the Northern Virginia Adventure Gamers (NOVAG), this fourth-annual adventure gaming convention will be held at the Holiday Inn - Washington-Dulles in Sterling, Va. The convention will include all aspects of adventure gaming, from historical board and miniatures games to science-fiction and fantasy role-playing games. Vendors and game presenters are invited. Write to: NOVAG, c/o Wargamers Hobby Shop, 101 E. Holly Avenue, Suite 16, Sterling VA 22170; or call: (703) 450-6738.

SETCON I, October 8-9

Sponsored by the RPGA™ Network and SETGA, this gaming convention will be held at the Kingwood Middle School in Kingwood, Texas. Preregistration fees are \$8 for both days; \$5 per day at the door. Write to: Chris Liao, 3502 Oak Gardens Drive, Kingwood TX 77339.

CHICAGO MODEL & HOBBY SHOW

October 13-16

Sponsored by the Radio Control Hobby Trade Association, this fourth-annual event will be held at the O'Hare Expo Center in Rosemont, Ill. The convention has expanded by over 10,000 square feet this year in order to accommodate exhibitor demand. Over 2,000 retailers and distributors attended last year's show. Write to: CHICAGO MODEL & HOBBY SHOW, 2400 East Devon Avenue, Suite 205, Des Plaines IL 60019-9353; or call: (800) 323-5155 (in Illinois, call: (312) 299-3131).

RUDICON 4, October 14-16

Sponsored by the Rochester Wargamer's Association and Guild, this gaming convention will be held on the campus of the Rochester Institute of Technology in Rochester, N.Y. Events will include role-playing, wargaming, and miniatures features, as well as a dealers' room and

more. For preregistration or dealers' packets, send an SASE to: RUDICON 4, c/o Student Directorate, One Lomb Memorial Drive, Rochester NY 14623.

CON*STELLATION VII, October 21-23

Sponsored by the North Alabama Science Fiction Association, this science-fiction, fantasy, and gaming convention will be held at the Huntsville Hilton in Huntsville, Ala. John Varley will be the guest of honor, and Todd Hamilton will be the artist guest of honor. Features will include a dealers' room, art show, video room, open gaming, masquerade, SF and fantasy film and video contest, and a con suite. Registration is \$15 until September 6 and \$20 thereafter. Write to: CON*STELLATION VII, c/o North Alabama Science Fiction Association, P.O. Box 4857, Huntsville AL 35815-4857.

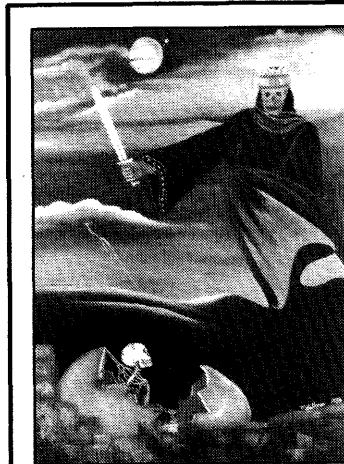
NECRONOMICON '88, October 21-23

This science-fiction and fantasy convention will be held at the Ashley Plaza Holiday Inn in Tampa, Fla. Guests of honor are Alan Dean Foster and Timothy Zahn. Other guests include Richard Lee Byers, Richard Louis Newman, Joseph Green, Mary Hanson-Roberts, Ken and Beth Mitchroney, Ray Aldridge, Ginger Curry, George M. Ewing, and John Brudy. The fan guest of honor will be chosen by a random drawing from all interested members registered by 6 P.M. Friday. The winner will have his membership refunded, receive a banquet ticket, have his hotel room paid for Friday and Saturday, and be allowed to judge the masquerade contest. Featured events include author and artist panels, an art show and auction, a Friday night fan cabaret, a full-contact trivia game, a special Superman* trivia contest, role-playing games, filksinging, author readings, a Saturday night masquerade, an Official Vampire Pageant, and a charity auction (scheduled for Sunday afternoon). Membership is \$10 for three days if paid before September 15 and \$15 thereafter. One-day memberships are sold at the door at \$6 per day. Dealers' tables are \$35 plus membership costs for those staffing them. Hotel rates are \$48 for one to four persons. Write to: NECRONOMICON '88, P.O. Box 2076, Riverview FL 33569; or call: (813) 677-6347.

OCTOBERFEST GAMING 1988

October 21-23

Detroit's yearly Halloween role-playing games convention will once again be sponsored by the Detroit Gaming Center and the City of Detroit Recreation Department. The location is the



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Lighthouse Recreation Center on Riverside Drive in Detroit, Mich. Kevin Siembieda (ROBO-TECH*, PALLADIUM RPG*, MECHANOID*, HEROES UNLIMITED*, and BEYOND THE SUPERNATURAL* games) and Erick Wujcik (TEENAGE MUTANT NINJA TURTLES*, Revised RECON*, and NINJAS AND SUPERSPIES* games) are guests of honor. Events include: AD&D®, TRAVELLER®, and other role-playing games; seminars; and a role-playing costume contest. Admission for this convention is free. Tournaments are \$2 to \$4, with winners receiving gift certificates from local stores. Write to: Erick Wujcik, P.O. Box 1623, Detroit MI 48231; or call: (313) 833-3016.

SYNDICON II, October 21-23

A gaming feast will be served up at the Holiday Inn in Glen Ellyn, Ill. Guest of honor is TSR, Inc's Jon Pickens, who is involved with the creation of the Second Edition AD&D® game. RPGA™ Network tournaments will include AD&D® game Feature, Masters, and Extra events. Many other games will be available such as DC* HEROES, BATTLETECH*, ILLUMINATI*, CAR WARS*, and more! Fees are \$9 until September 15, \$12 thereafter, and \$15 at the door. Write to: WCSFA/SYNDICON, P.O. Box A3981, Chicago IL 60690; or call (312) 462-7954.

UNICON II, October 21-23

To be held at the University of Alaska Anchorage, UNICON II will offer a variety of board and role-playing games, including the DIPLOMACY*, RISK*, TALISMAN*, CAR WARS*, and GAMMA WORLD® games, as well as an AD&D® game tournament. Some games will be set up for younger gamers, and a miniatures painting contest will be offered. Other activities include the running of the entire *Star Trek* movie series, open gaming, a dealers' room, a medieval fighting demonstration by the SCA, and demonstrations by various armed forces. Preregistration is \$8. Daily admission is \$5, or \$12 for all three days at the door. Write to: UAA Gaming Society, c/o Union of Students, 3211 Providence Drive, Anchorage AK 99508; or call Greg Gibbs at: (907) 786-4925.

VILLE-CON '88, October 21-23

This gaming extravaganza will be held on the campus of Northwest Missouri State University in Maryville, Mo. Special guests will include Jean Rabe, RPGA™ Network Coordinator; Rick Reid, Fluffy Quest author; and Skip Williams, DRAGON® Magazine's "Sage Advice" columnist. There will be RPGA™ Network sanctioned AD&D® game, MARVEL SUPER HEROES® game,

GAMMA WORLD® game, PARANOIA*, and TEENAGE MUTANT NINJA TURTLES* tournaments. Other games include DC* HEROES, ROLEMASTER*, WARHAMMER*, TALISMAN*, CYBORG COMMANDO*, and TOP SECRET/S.I.™ games. Also featured will be a dealers' room, several war games, and a number of computer games. Some of the finest game masters in the Midwest will be in attendance. Cost for the weekend is \$5. Low-cost housing is available, and preregistration is encouraged. Write to: Tim Beach, Union Office, NWMSU, Maryville MO 64468; or call: (816) 562-1217.

MAINESIL, October 28-30

The Maine Society for Interactive Literature will hold this convention at the Hampton Inn in South Portland, Maine. Featured events will include your choice of three live role-playing games, each of which will be run by experienced game masters. These are semireal time, semireal space games (not board games) conducted over the entire weekend. Costumes and participatory play are encouraged for these events. Awards will be given at the closing ceremonies for best costumes and best characterizations. Registration for the convention and one game is \$25. Room rates are \$46 a night, which includes breakfast. Become your character for a weekend! Contact: Heidi Nilsen, 596 Dutton Hill Road, Gray ME 04039 (telephone (207) 657-4072); or Kevin and Susan Barrett, 540 Mammoth Road, Londonderry NH 03053 (telephone (603) 432-5905).

OCTOBER FANTASY IV, October 28-30

Enjoy a haunting weekend in Milwaukee, Wis., at a gaming convention which will feature several RPGA™ Network tournaments, including a three-round AD&D® game Feature, two-round AD&D® Masters, two-round CHILL*, and two-round TOP SECRET/S.I.™ games. In addition, other role-playing games, strategy board games, war games, movies, a silent used-game auction, a dealers' area, and the fourth-annual raw liver toss will be held. Ghost of Honor for the weekend is Harold Johnson, director of TSR, Inc.'s Consumer Services Division. Preregistration fees are \$7 a day or \$12 for the weekend until October 1 (\$8 and \$15 thereafter). RPGA™ Network members get a \$2 discount. For more information, contact: Keith Polster, 1812 West Morgan Drive, Apt 6, West Bend WI 53905; or call: (414) 338-8498.

WAR GAMERS WEEKEND, October 28-30

This convention will be hosted by The Toy Soldier, located in Newburyport, Mass. The

convention itself will be held at the Disabled American Veterans Hall (DAV), Route 1, in Newburyport, Mass. Events will include fantasy role-playing, historical miniatures, and board games and demonstrations. Registration for the weekend is \$10, and most events are an additional \$2. Write to: Chris Parker, c/o The Toy Soldier, P.O. Box 148, Newburyport MA 01950; or call: (617) 462-8241.

UMF-CON, October 29-30

This role-playing and wargaming convention will be held at the Student Center of the University of Maine at Farmington in Farmington, Maine. Expect miniatures, AD&D®, TOP SECRET®, DIPLOMACY*, and board games, along with a costume contest (in honor of Halloween), miniatures-painting contest, murder mystery, and "Kare Bear Krunch II." UMF-CON is twice as big this year, but the admission fee has not changed. Registration costs are still \$5, and \$2 per game. Send an SASE to: Table Gaming Club, c/o Student Life Office, Student Center, 5 South Street, Farmington ME 04938.

OMNICON 1988, November 4-6

Sponsored by the North Carolina State University Science Fiction Society, this science-fiction, fantasy, and gaming convention will be held on the North Carolina State University campus in Raleigh, N.C. Miniatures, role-playing, and board games are featured, with two RPGA™ Network AD&D® tournaments and a CHILL* tournament (and possibly others). Science-fiction and fantasy literature will also be featured. A door-prize drawing will be held. Registration is \$2 for one day, or \$5 for the weekend. Registration begins at 5 P.M. Friday, and the con closes at 6 P.M. Sunday. Write to: OMNICON 1988, c/o Andrew Chilton or David Ridout, P.O. Box 98052, Raleigh NC 27624; or call: (919) 847-6758.

QUAD CON 88, November 4-6

The RiverBend Gamers Association will hold this convention at the Sheraton Hotel, located at 17th Street and 3rd Avenue in Rock Island, Ill. Room rates are at a special nightly rate of \$44 for a single and \$53 for a double. For reservations, call: (800) 322-9803, or (800) 447-1297 if calling from outside Illinois. There is over 3,300 square feet of space in the two gaming rooms and about 2,080 square feet in the dealers' room. Featured events include AD&D®, D&D®, BATTLETECH*, CHAMPIONS*, RECON*, MARVEL SUPER HEROES®, CALL OF CTHULHU*, and other games, as well as a miniatures-painting contest, microarmor events, an ancients-to-future combat tournament, and a costume contest and party (no weapons, please). Prices are \$8 for the weekend, if received by October 1. Otherwise, costs are \$10 at the door, or \$5 per day. Write to: RiverBend Gamers Association, P.O. Box 8421, Moline IL 61265.

SAN ANTONIO FANFAIR, November 5-6

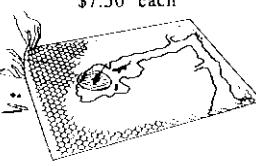
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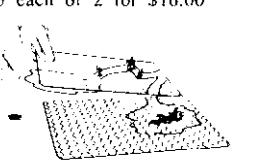


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XANADU, November 18-20

This annual convention will be held at the Nashville Ramada Inn, across from the airport. Jim Baen is guest of honor, and Wilson Tucker is M.C. Programming includes a costume contest, a dance, a 24-hour video room, and many panels. Several RPGA™ Network events are featured, with other game tournaments sponsored by a local games store. Registration for all three days is \$15 until November 1, or \$20 afterward. Write to: XANADU Convention, P.O. Box 23281, Nashville TN 37202; or call: (615) 833-1345.

(continued from page 3)

ments to DRAGON® Magazine, at either the U.S. or U.K. address. We may print some of the better ideas and comments in the "Forum" column in the future.

Role-playing is too much fun not to share with everyone. Lend your ideas, and strengthen your hobby.


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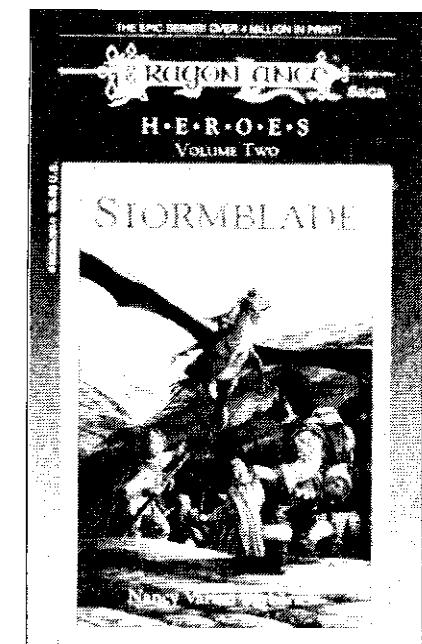
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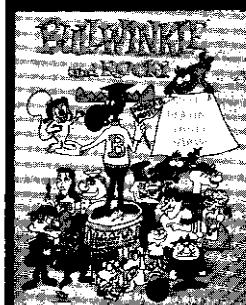


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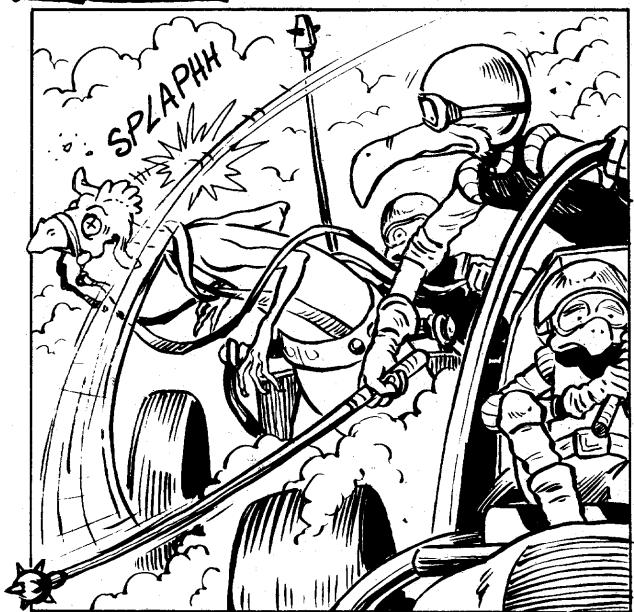
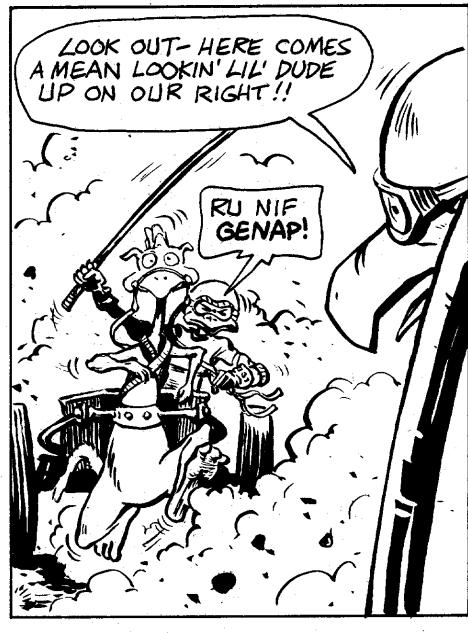
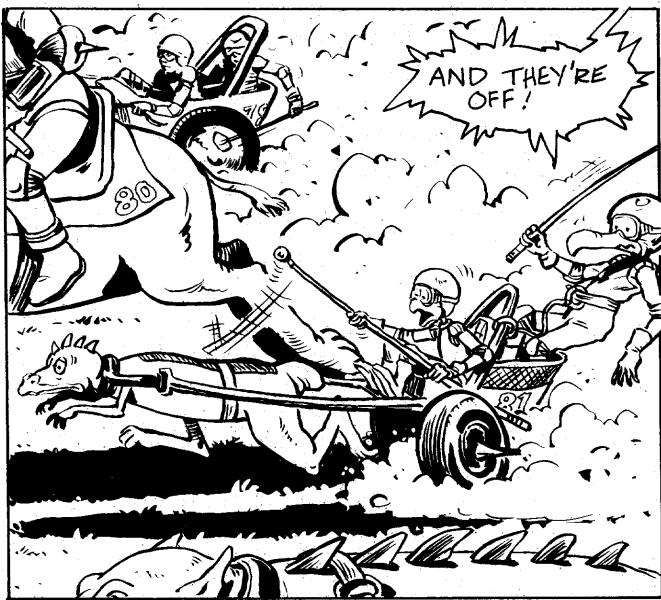
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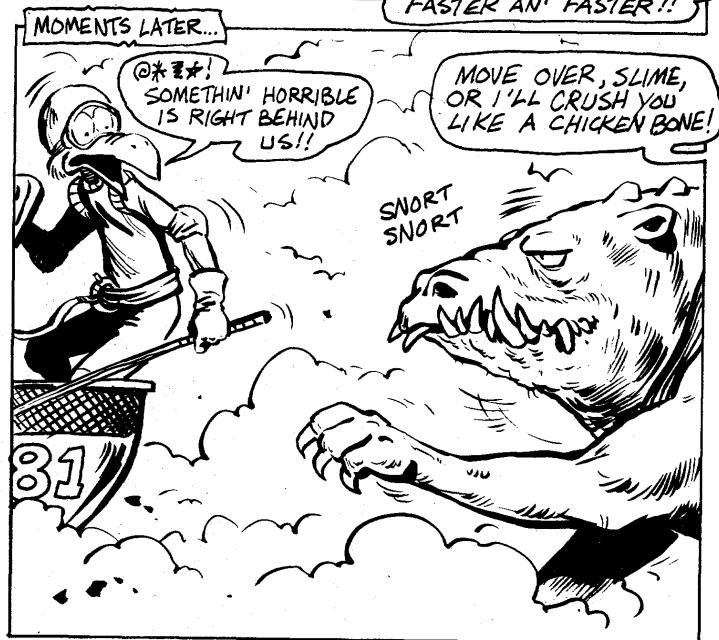
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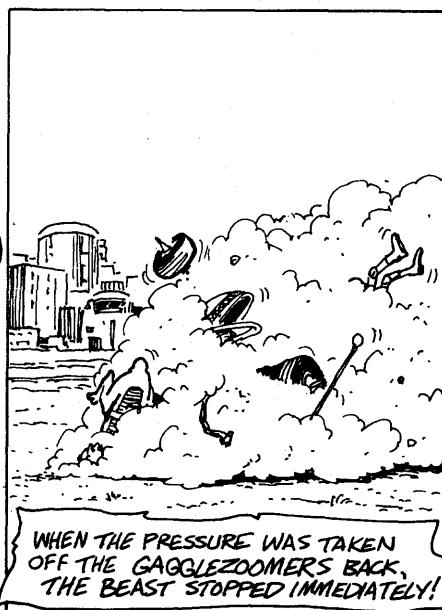
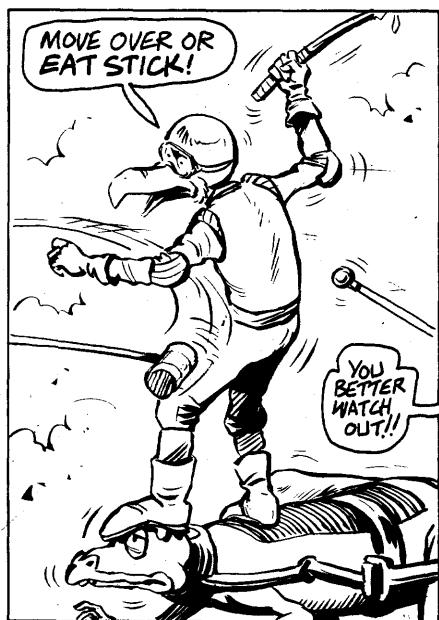
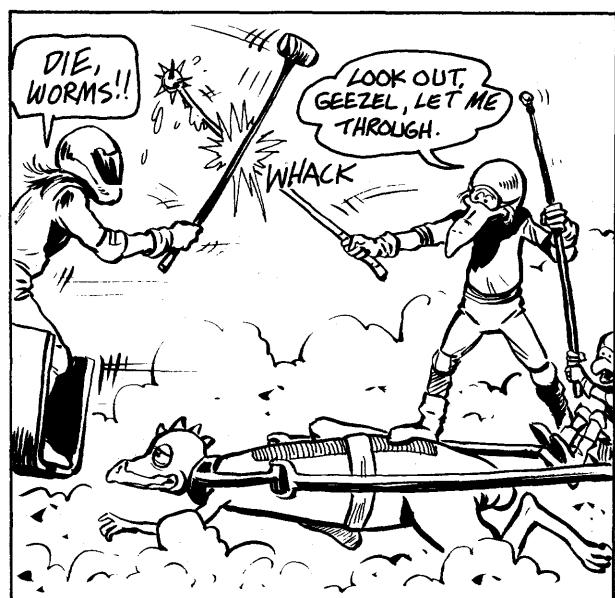
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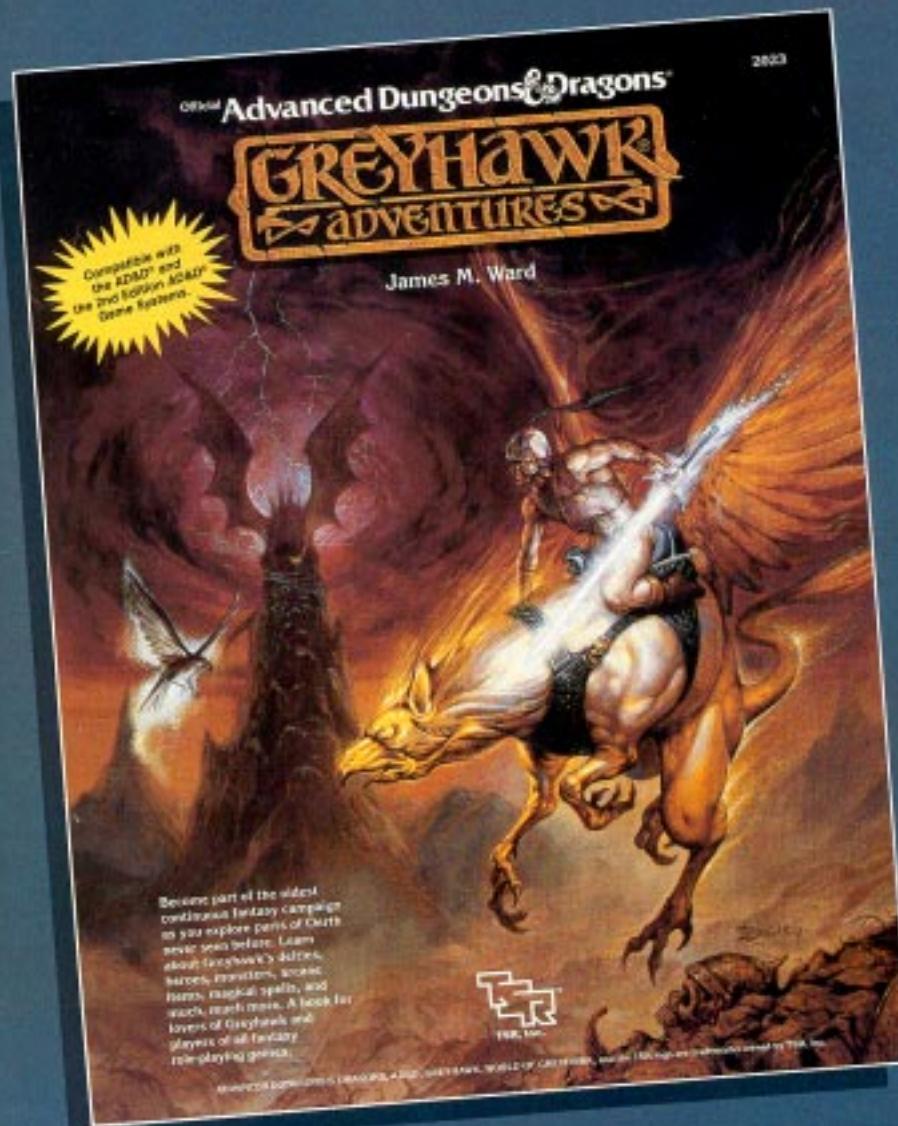
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